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The Games machine

■ HAPPENIN' COMPUTER AND CONSOLE GAMES! ■



Photo from The Nightbreed Chronicles, Titan Books

SPOOK MEGA PREVIEW
NIGHTBREED
Ocean's Mutant Horror Game!



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It's the GX4000 and it's burnin' rubber!





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APPRENTICE



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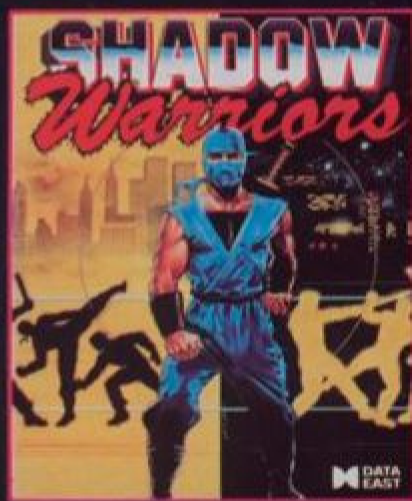


SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer

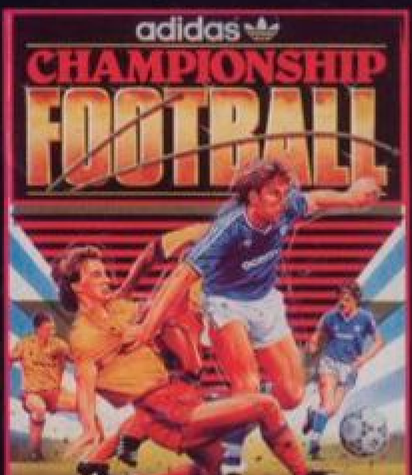
FEATURING

interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... Take your techniques to the streets

SHADOW WARRIOR...the hero of the nineties.

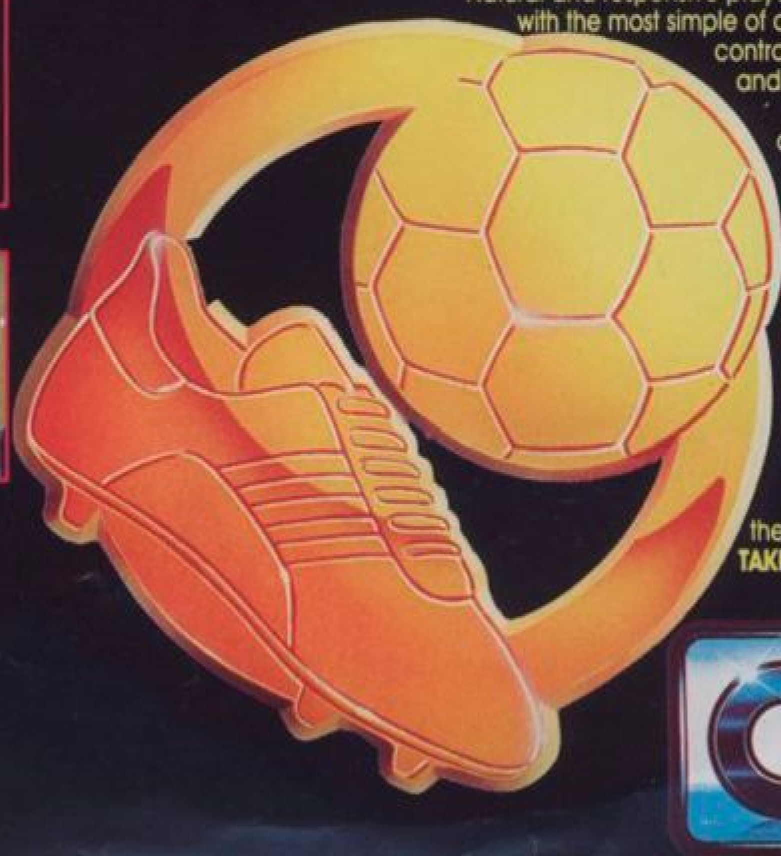


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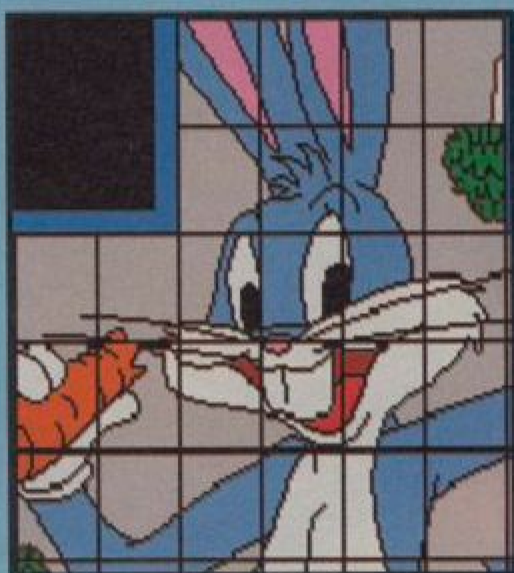
Natural and responsive player movement and with the most simple of one-touch joystick control ensures exciting and authentic soccer action. Realistic close-ball control, computer aided team control and the micro's constant "flow of play" monitoring all add up to make this the easiest and the most rewarding soccer game ever devised for the home computer.

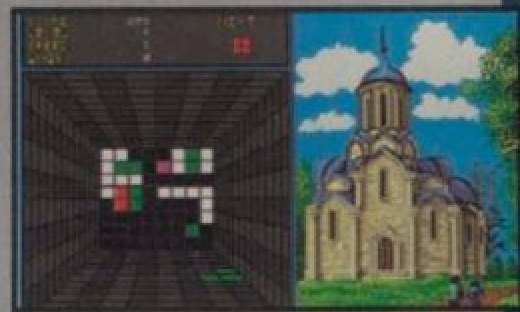
TAKE ON THE WORLD!


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SLY SPY
Secret Agent
The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.
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The "POWER UP" coin-op hit from Data East brings super-action to your micro screen. Join the resistance fighters in their crusade against the awesome powers of King Crimson - the manic scientist, and his Crimson Corps - mere earthlings transmuted into treacherous fighting machines- giant armoured tanks, lethal circular saws, airborne fighters, mechanized snakes and many more.
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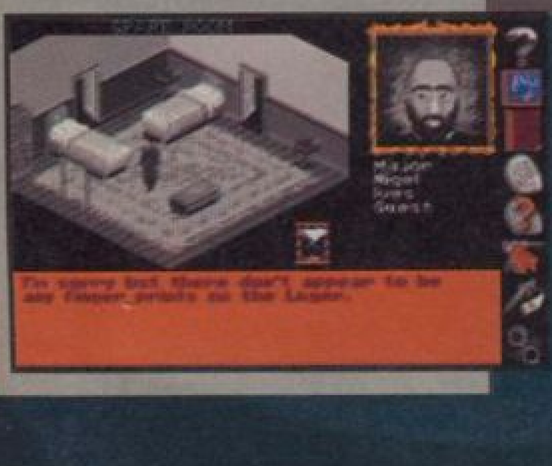


SOMETHING NEW.........24

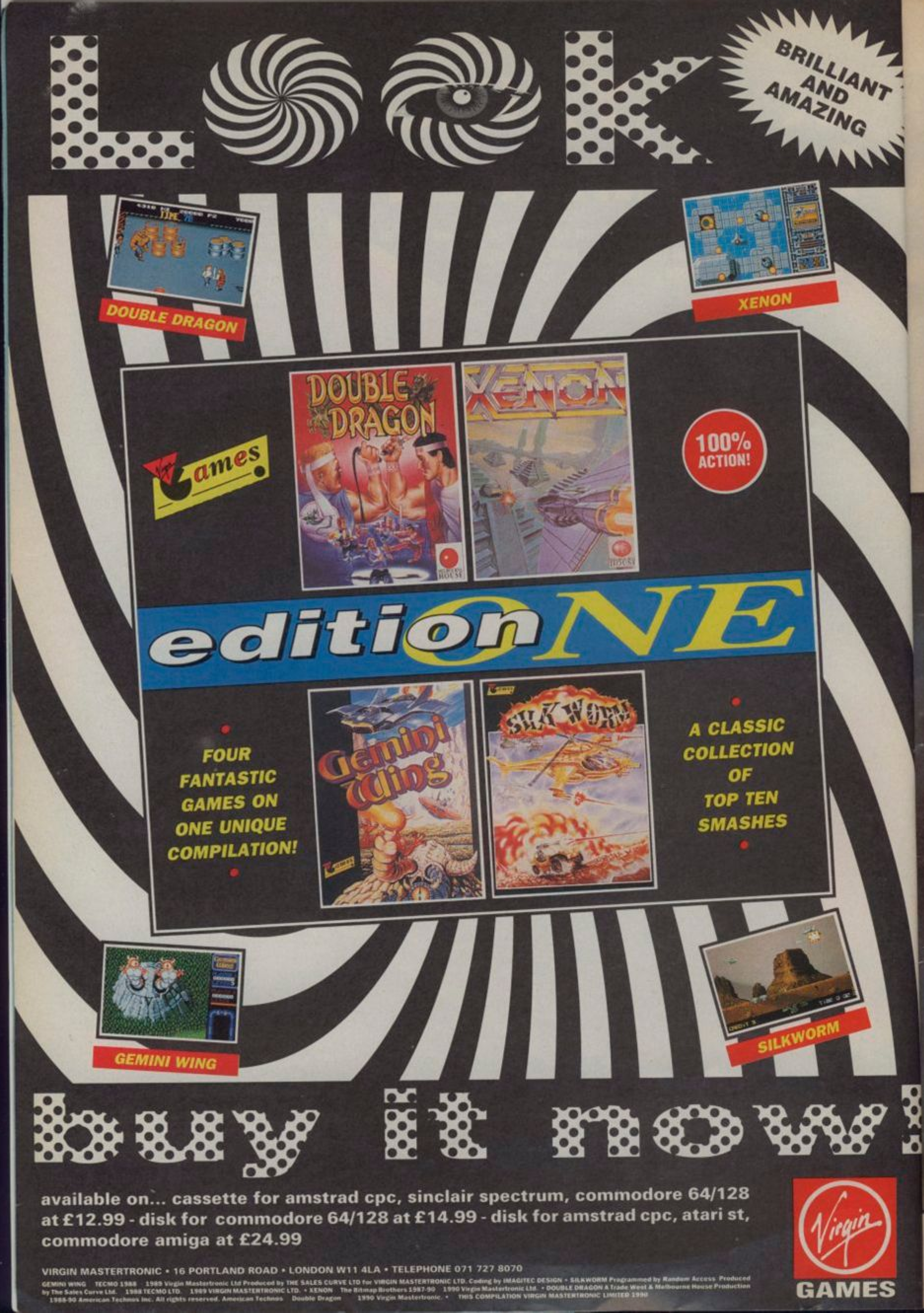
Have we got a surprise for you?! Turn to page 24 and be one of the first to find out about an exciting new development in games magazines. Raze your glasses, for the future is here...

MURDER.....................34

Agatha Christie lives on in the hearts and souls of US Gold programmers as you're set the unenviable task of solving 3.5 million murders!



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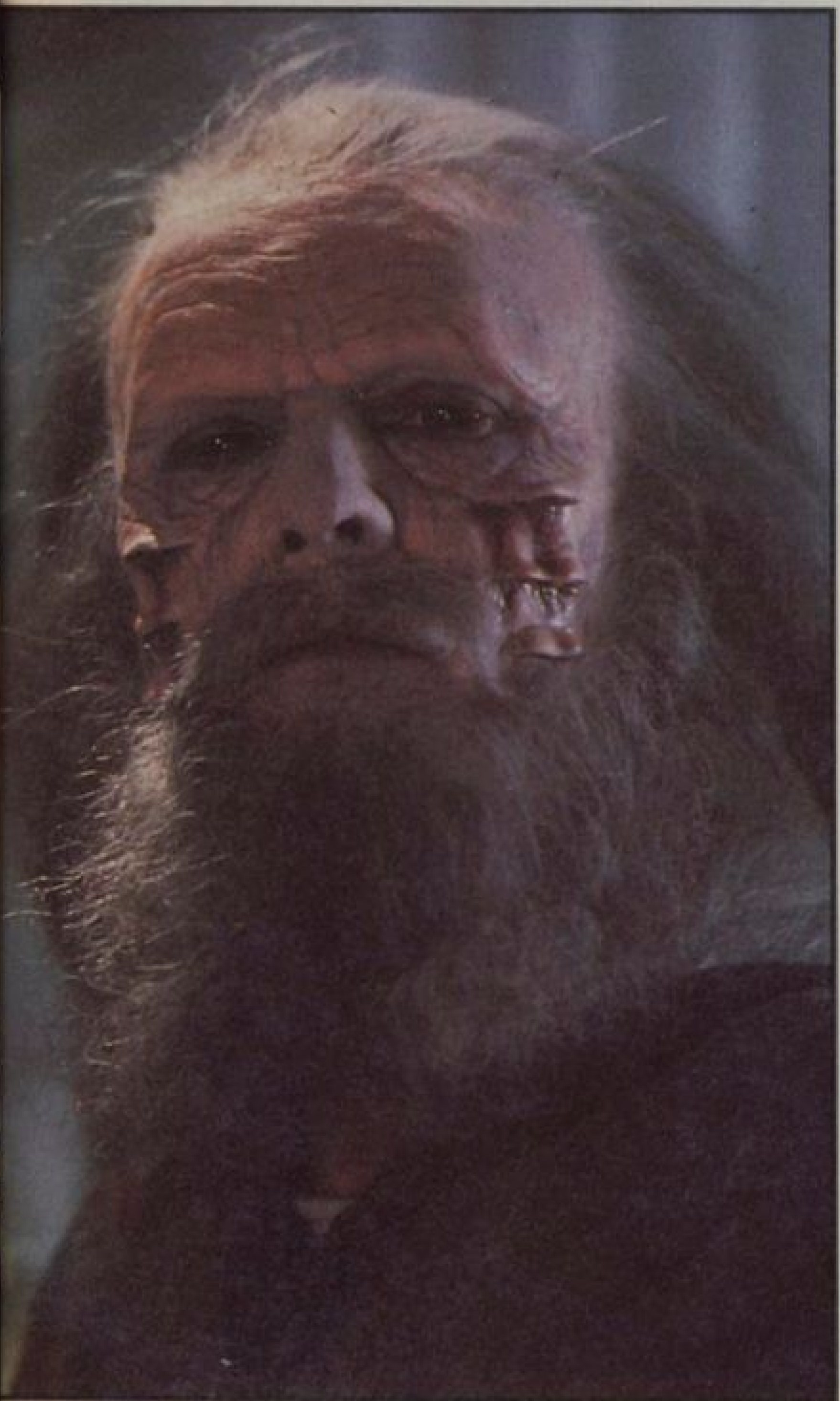


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Virgin GAMES

BOOT-UP

CREATURES OF THE NIGHT

Ocean's intent to produce a game of the Clive Hellraiser Barker film Nightbreed was announced in May 1989. Finally, both the game and film should be appearing in a matter of weeks. Richard Eddy, who feels quite at home surrounded by mutants, got the first look...



'Here are grotesques and freaks, the noble beasts and exquisite transformers who populate the hidden city of Midian,' said Clive Barker in the book The Nightbreed Chronicles. He was introducing the range of mutants that play starring roles in the forthcoming movie *Nightbreed*, based on Barker's novel Cabal. Ocean snapped up the rights to produce a *Nightbreed* game while the movie was being shot. Indeed, last spring I was standing above the city of Midian, where *Nightbreed* is set, right after a huge battle had been fought. The place was a mess. Most of the buildings and pillars (see over the page for a photo) had been turned to rubble and circles of burnt grass showed where the explosions were set off. In real life, Midian is a rather muddy field, a short trek through a couple of other even muddier fields, from Pinewood Studios. But in Barker's imagination, Midian is a legendary city where all sins are forgiven.

Created hundreds of centuries ago, Midian was refuge for mutants and outcasts from the human race, located in the prairielands of Alberta, Canada. Eventually forgotten, Midian became a legend that nobody believed. But it existed. Legends are funny things, and Midian's inhabitants knew of the city's own legend: that one day a man would seek refuge among the mutants, but bring with him death and murder to the city.



Midian's legend comes true, as the central character Boone appears on the scene. Convinced by his psychiatrist Dr Decker that he has committed a series of murders, Boone runs from humanity into the prairielands, stumbles upon Midian and finds refuge. Bitten by a mutant, Boone becomes





one of the Nightbreed. Hot on his trail is Dr Decker, girlfriend Lori, a cop obsessed with his capture and a killer committed to his destruction.

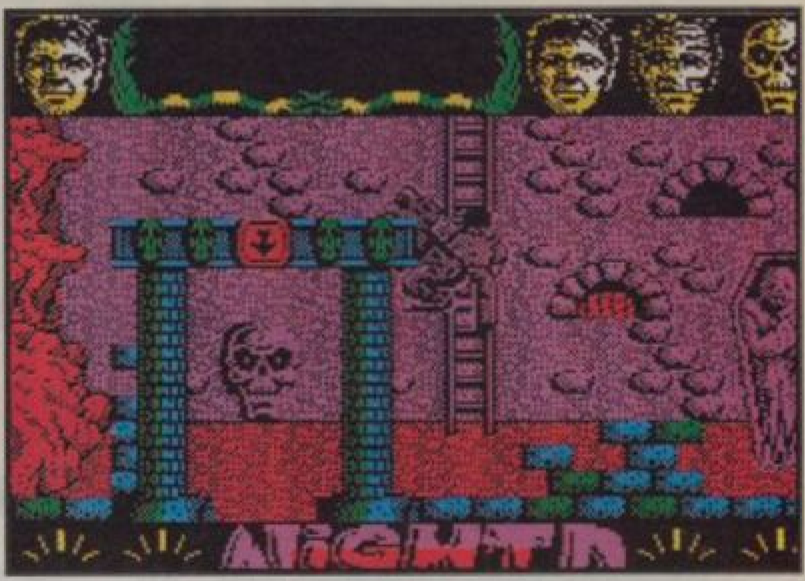
Now humanity has discovered Midian's location, it is intent on its destruction. So, for once, it's us humans who are the xenophobic baddies and Boone and the rest of the Nightbreed who are the hopeful heroes.

So, what does all this mean in game terms? Well, basically a action combat game with the player controlling Boone. The action is spread over three levels, beginning above Midian in a graveyard. The first job is to collect keys to access the other two levels — Midian itself and the dungeons in the bowels of Midian. No easy feat — the playing area is huge (a side-on view, flip screen) and many of the routes are dead ends. You can walk Boone through each screen and, if a route up or down the screen is available, there are pillars or doors marking the turning point.

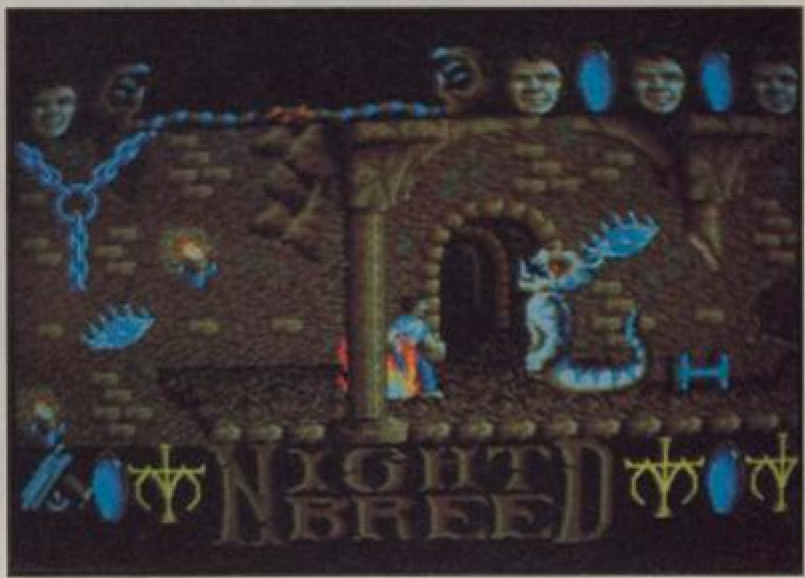
It's not only the humans you have to battle with in the game, for Midian holds a dark secret. Locked away are the Beserkers, a particularly nasty bunch of mutants — they'll kill anything: humans, other mutants, each other. Now unleashed by Mask, the psychotic alter-ego of Dr Decker, the Beserkers are on the rampage. Every screen is patrolled by one opposing force and as the player travels down into the deeper and more sinister labyrinths of Midian the forces are bigger, uglier and tougher.

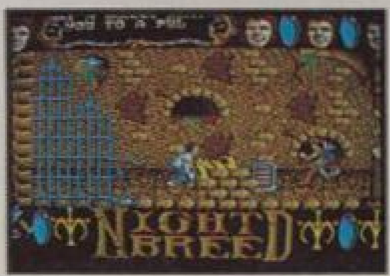
Even above the city in the graveyard, keep an eye on the ground as some of the larger mutants are keen on pushing through the earth, grabbing your

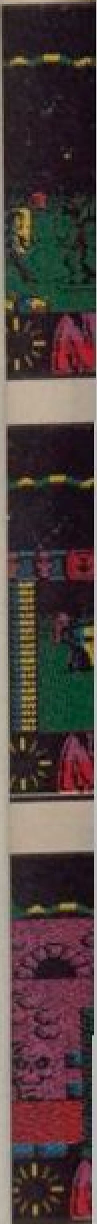








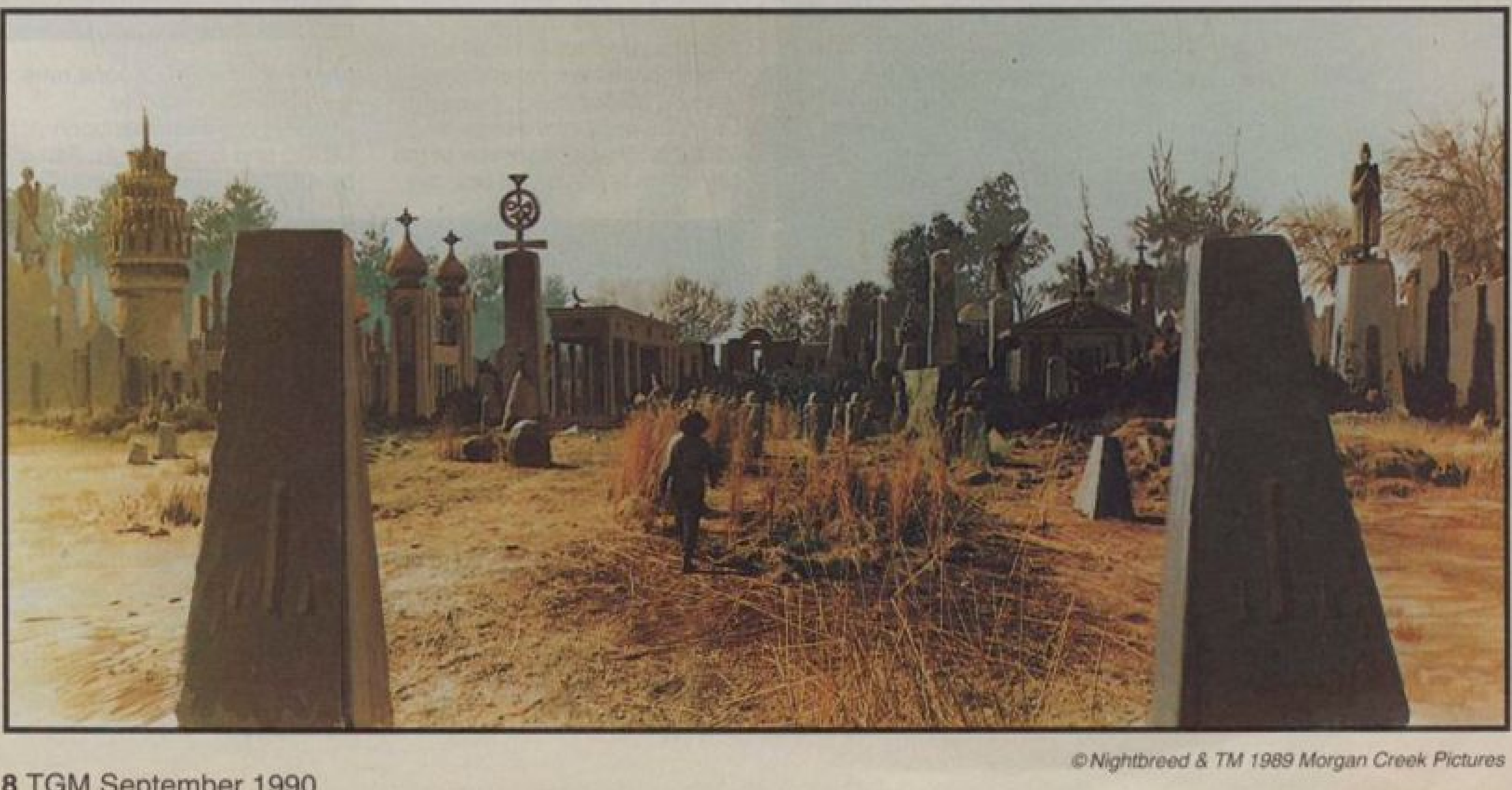




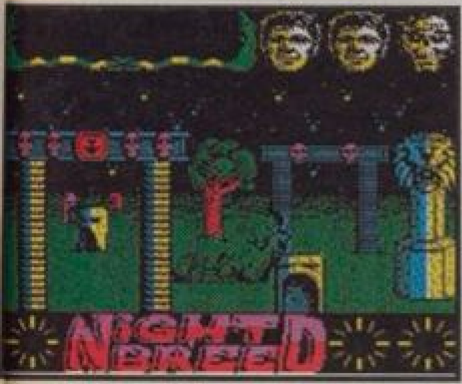
legs, and pulling you down, unarmed, into the depths of Midian to deal with the atrocities there. Though, having said that, when in the bowels of the city look out for hazards from above — boulders and rocks come crashing down and mutants dive onto you.

So, what about defending yourself? To begin with, the player has only Boone's strength and agility to rely on — kicking and punching are specialities. As you explore further into the huge playing area weapons, such as guns and flamethrowers, can be collected and so it becomes easier to bump off any attackers. Watch out though, Beserkers are a cunning lot and occasionally belt through the scenery and whip the weapon straight from your hands!

Boone, with enough power, can change into Cabal (hence the original title!), which means group, becoming a strong force to beat anything that comes in his way. But is it strong enough to complete the objective of the game — to destroy Mask and rescue Lori from his clutches? Only you can find out when Ocean's *Nightbreed* is released at the end of September on Spectrum, Amstrad, C64, ST and Amiga.











A BREED APART

So, arcade games aren't up you alley, huh? But you still want to play a game based on *Nightbreed*? Don't fret! You can! At the end of October, Ocean are releasing a second game of the movie. Although the story and the objectives are essentially the same, the gameplay is of Cinemaware style. This interactive graphic adventure version of *Nightbreed* is due for release on the ST and Amiga and there are no 8-bit conversions planned.





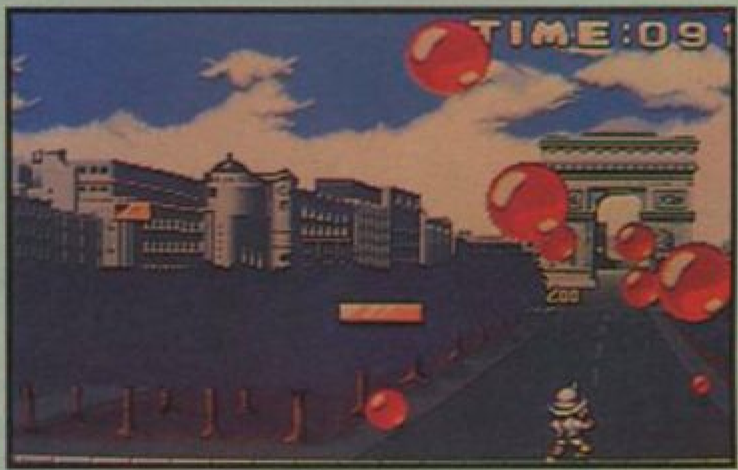
NOT VERY HORRID

Ocean France have been busy of late. After its prettier than playable *Ivanhoe*, Ocean's continental offspring has converted two stylish but crazy games onto computer. Just take a look these two very nice games coming to screens in the next few months...



■ Above and below: There's plenty of monkey business going on in this coin-op conversion! It's called Toki, coin-op by TAD of Cabal fame, and you play a hero transformed into monkey! To restore you back to human form swing through forests, swim through lakes to defeat the wizard who cast the rotten spell in the first place. Plenty of platform action with superb graphics all the way and, if the preview demo we played is an accurate representation of the finished game, Toki is going to be very playable. It's an ST and Amiga release in November.

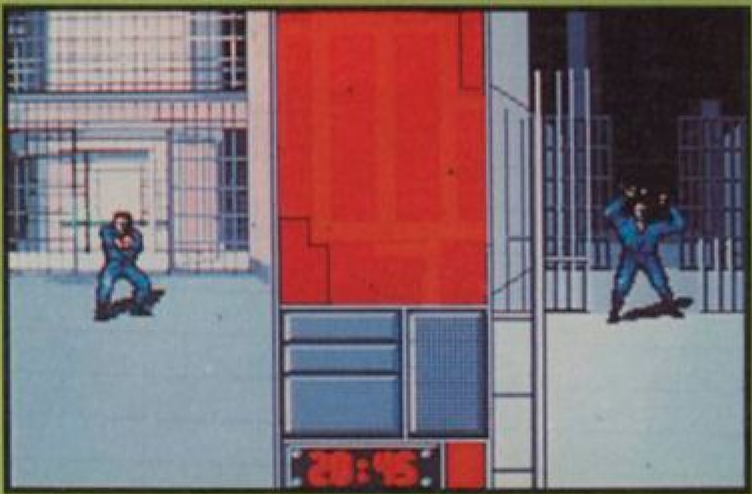




■ Above and below: A game couldn't be any simpler than Pang. All you have to do is burst all the balloons on one screen, when you've done that proceed to the next screen. That's you at the bottom of the screen, armed with a lethal laser (a pin would have done y'know) and the red things are the balloons. And that's it! ST and Amiga out at the end of September with 8-bit versions to follow.



ALCATRAZ



Infogrames have just revealed what looks like being one of their hottest titles for the autumn. It's called *Alcatraz* and is the follow-up to the successful action/espionage game *Hostages*. *Alcatraz* is set in 1993 on the prison island. Since 1989, when it was declared a distress area, no-one has officially set foot on it. But one man did, he was Pedro Escobar and he brought along his security forces and his organisation which controls 80% of the heroin and cocaine market. The drugs are being pushed in America and now the CIA has been charged with entering Escobar's fortress and put an end to his organisation. The objective is simple: eliminate Escobar.

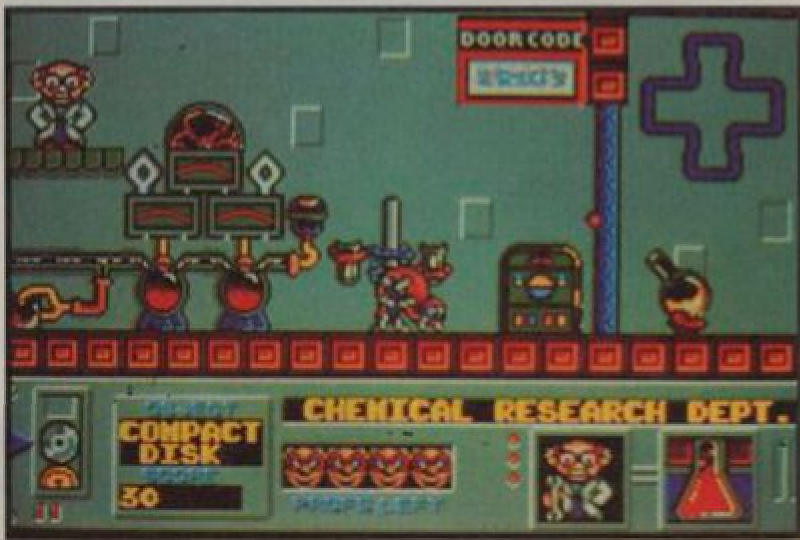
Alcatraz is played over an authentic map of the island as you and another crack commando enter and explore what is now Escobar's domain. Using a split-screen view, *Alcatraz* can be played two-player simultaneously, allowing you to create quite a strategic approach. *Alcatraz* goes on release in October for the ST and Amiga.





WINGS

Cinemaware takes to the air with their World War I fighter pilot game *Wings* in the near future. And should the mere mention of the word 'flight sim' send you into a panic — don't worry! The good thing about a WWI plane was that they were relatively simple to fly! There's 240 missions, including dog fights with the Red Baron, escort missions, balloon bursting, reconnaissance and as you'd expect from Cinemaware, each mission is very detailed. 240 missions is a hell of a lot for any pilot, but in WWI the average survival time for rookie fighter pilots was just three weeks — you have to survive for four years!! Promising a game of total realism, Cinemaware's *Wings* should be out any time now on the Amiga (£29.99) with ST and PC versions to follow.



MARIARTI

Get inside your computer and freak out! And why not? If you fancy battling with huge joysticks, vicious mice and rabid disks then Krisalis's forthcoming crazy romp, *Mad Professor Mariarti*, is right up your street! It's a barmy platform game which features the surreal creations of the hero's extraordinary imagination. The ultimate aim of the game is to shut down five of the Professor's laboratories. Get ready to attack printer ribbons which behave like giant snakes, killer ROM chips and more besides on the ST and Amiga any minute now!

FIREBALL

Quiet for some time, the Firebird label springs back to life soon with the release of a chaotic game called *Fireball*. *Fireball* is a lethal sport of the future. Played in a 3-D energy dome by two two-man teams the aim is not just to score in one of the eight goals (four per side) but to actually kill the *Salamander* goalies with a semi-molten orb — the Fireball. All eight goals house a Myroconian Salamander whose basilisk-like powers make its glance and breath fatal! It's a game of all out warfare with players battling against each other, the Fireball, the Salamanders and the constant movements of the energy dome. Only when all four of a team's Salamanders have been killed can one team declare a victory. Though it may be too hot to handle, check out *Fireball* on the ST and Amiga soon.



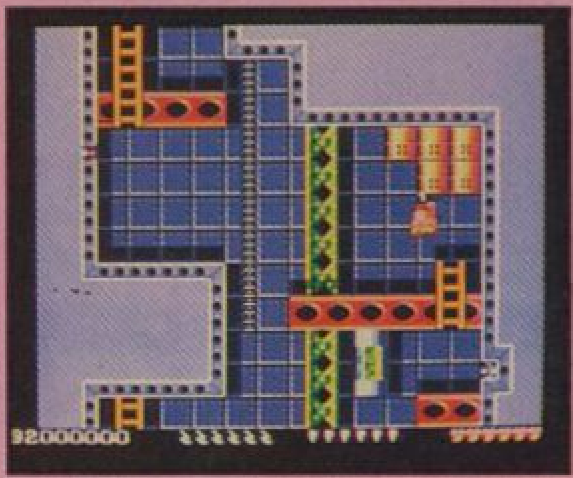
RICK THE DICK: HE'S BACK!

Star of one the world's most addictive platform games makes a heroic return in great style when MicroStyle release the eagerly-awaited *Rick Dangerous II*! The new plot takes Ricky-boy through five levels of traps, puzzles and action with the goal of stopping the alien invasion of Earth! Cripes!

Rick's new adventure is space-aged and to fit in he now sports a Flash Gordon outfit and a blond quiff. The first level is set in Hyde Park, London where one of a fleet of alien spaceships has landed. Rick leaps aboard, hot-wires it and heads for the alien planet Barf. On Barf the action takes Rick through the ice kingdom of Freezia, the forests of Vegetablia and to the mud mines under the Barfalatropalis Citadel. The final level is actually inside the Citadel and it's a battle against the clock to send the planet Barf on a trajectory that'll send it hurtling towards the sun, disable the alien ships on Earth and find a craft to take him to safety!

Creators of the original, Core Design, are back on the case and promise a game with a lot more features than the original. The levels are more varied with horizontal and vertical scrolling sections, there are hordes of different aliens to thwart and the backdrops are more impressive.

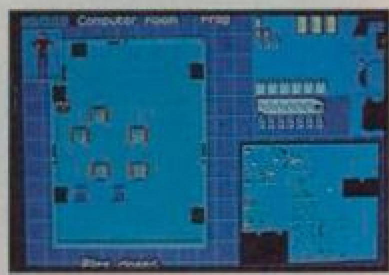
Also, the player can access any of the first four levels from the beginning of the game to practice but to play level five and complete the game all the levels must be played through. *Rick Dangerous II* is available in October on the Spectrum, C64, Amstrad, ST, Amiga and PC. And guess what? It's even more addictive than the original (late nights, ahoy!)!



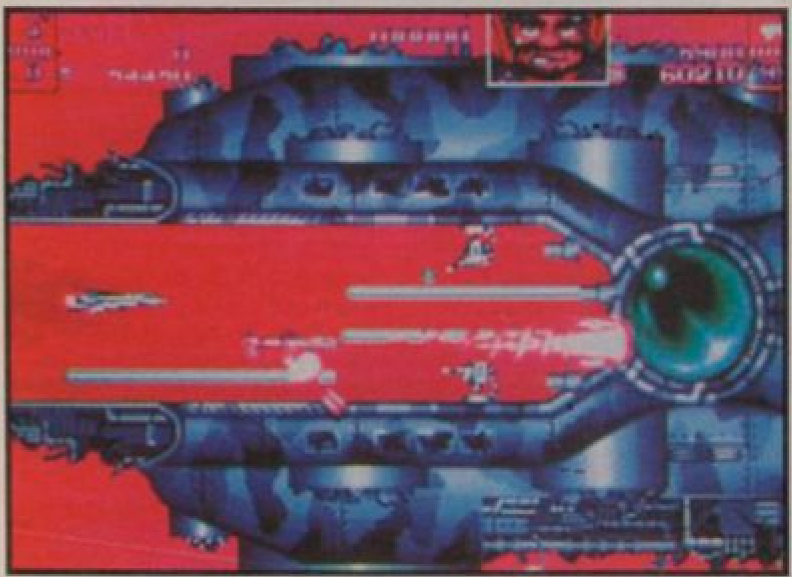
MicroProse launches its first space simulation soon, in a game that has the player exploring the galaxy to find a suitable new planet for the human race to live on. Called *Lightspeed*, gameplay combines elements of both roleplaying and simulation and can be customised for either type of play. Look out for the Super 3-D Graphics system *Lightspeed* uses when its released for the PC this autumn.



A game of strategy and adventure set against a backdrop of international espionage is in store for any player of MicroProse's forthcoming *Covert Action* game. Offering a significant mental challenge in a game that has you belting around the globe breaking codes, trailing suspects, planting bugs and beating the drug smugglers, *Covert Action* is available on the PC this autumn.



UN SQUADRON



US Gold's latest arcade licence is the blasting *UN Squadron*, a story of survival in futuristic skies. Choose your pilot and hop into one of the three planes to embark on a mission to blast whatever comes your way! *UN Squadron* features ten levels in all, each with detailed horizontal parallax scrolling. You're going to need plenty of power-ups to get through each level as the further you progress the tougher the enemy fighters become. *UN Squadron* is due this autumn on the Spectrum, C64, Amstrad, Amiga and ST.

World War I is the scene for *Knights of the Sky*, a Christmas release from MicroProse. Become a flying ace roaming the skies and shooting down such noted pilots as the Red Baron! It's not action all the way as players have to carefully plan strategies to succeed. PC owners are in for a treat!



Real RPG fans are in for a treat soon as MicroProse reveals its licensed game *Megatraveller 1* from the Game Designer's Workshop range. Out on the PC first, players assume control of five unique characters as they travel towards the Spinward marches. Super.



MYSTICAL

Being a novice magician is not an easy life — especially when, having discovered dimensional doors, you cause the disappearance of the Great Magician's collection of phials and scrolls. The quest is to recover all of them from lands unknown. The Great Wizard helps to guide you using his Krystal Bowl and, as you recover the scrolls and phials, rewards you with extra powers. Played as an arcade adventure, you have to tread carefully — the inhabitants of each land, having discovered the power of the scrolls and phials, are keen to hang onto them and attack with great force. *Mystical* from Infogrames is available in December on the ST, Amiga and PC.





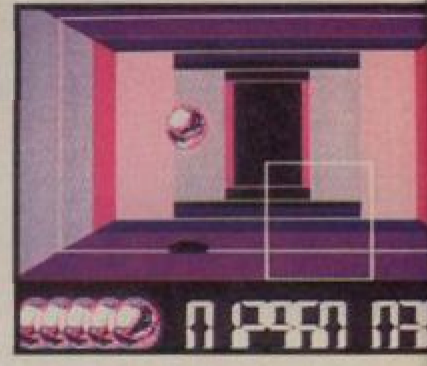
SIMULCRA

30 levels of blasting action is soon to be yours when MicroStyle release the solid 3-D fantasy shoot-'em-up game *Simulcra*. Developed by programming team Graftgold, Simulcra (which is best described as a cross between *Virus* and *Rotox*) puts the player in control of a futuristic tank. Guide your military vehicle around the space tracks, blowing away any attackers in your path, with the objective of shutting down the five generators on each level.

Collect power-ups and your tank becomes more impressive — add wings to leap over obstacles, add a turbo booster and the tank has the ability to fly. The demo seen was fast, playable and generally up to Graftgold's usual impressive standards. ST and Amiga versions out this autumn.



THE LIGHT CORRIDOR



Described as an abstract arcade game, The Light Corridor is to be released in September on the Infogrames weirdo games label, Crystal Collection. Played in a 3-D corridor, the objective is to travel down the tunnel gathering light to restore the galaxy. You control a transparent bat with which you hit a sphere to send it flying down the corridor and then you get pulled after it. Watch out though — the sphere rebounds off the corridor walls and can knock you out! Looks like it's a case of odd but playable. Available for the ST, Amiga and PC for £24.99.

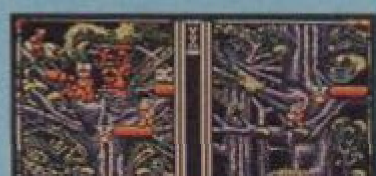


Realtime Software's *Duster* isn't far off now. Packed with solid 3-D graphics in action, the game also features roleplaying elements. The year is 3800 AD and an agricultural colony is overrun by mutant pests which are destroying the rich crops. To combat this problem bug-hunters, called Dusters, are always on call to thwart the mutants. Beat the vicious pests in head-to-head battles and don't forget to attend to your everyday business to keep the contracts coming in. *Duster* is to be published soon by Imageworks on the ST, Amiga and PC.



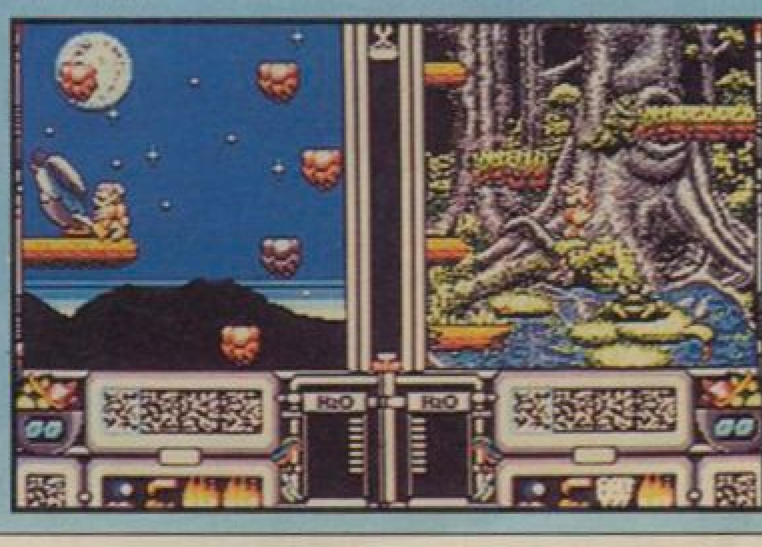
The sequel to PSS's strategy adventure game *Legend of the Sword* is just about finished. Called *The Final Battle* it uses, like the original, isometric graphics to show the locations and the progress of the character. The style of the gameplay has been improved over the original; there's now a larger vocabulary, a bigger inventory of objects and greatly improved graphics. ST and Amiga versions out soon with PC to follow.

FLIP-IT 'N' MAGNOSE



Finally you get to play space invaders. Not *Space Invaders*, y'know space invaders. The space they're invading is Earth and they're two martians, names of Flip-It and Magnose (hence the title!). What we have here is a cutesy platform romp for two players spread over six levels. The object of the game is to bounce around collecting as much water as possible to take back to Mars.

Featuring a split screen display, background interaction (snoot way of saying animated backdrops), and over 20 interactive characters, *Flip-It 'n' Magnose* is out this autumn on the ST and Amiga from Imageworks.



LINEL PRESENTS

NECRONOM







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MR SUGAR, IT'S T

Amstrad have steered clear of the press for a few years. Even when they launch a new product, it doesn't come accompanied with the flags and bugles you'd expect from a large company. But that's changed. In June, Amstrad asked TGM to take a trip to Paris. We weren't told why — just to come. Richard Eddy duly packed his suitcase...

I'm in the CNIT Centre in Paris to witness an Amstrad presentation. Ten minutes before the show begins, Amstrad officials are still not saying what is going on. 'Roback! Where's Roback!' yells Alan Sugar, Amstrad's chairman. He's shouting for his



marketing manager. It would appear that Sugar is in a bit of a tizz, he's well known for not having any truck with the press. He doesn't like hanging around, he hates wasting time. The press are, at this point, milling around having coffee and biscuits. Oh dear...

A few minutes later, in the presentation room, Sugar settles down and welcomes the assembled throng in a jovial manner. He admits that his skills lie not with computer technology and its workings but with selling and communication with the Far East where many Amstrad products are produced. He hands the presentation over to his team from the computer division of Amstrad.

The team has not been in the limelight before, it's notoriously difficult to get information from them. But, surprisingly, they're a very interesting and amusing bunch of people — completely dedicated to Amstrad, the company and the computers. A lot of them actually look like Sugar!

Still no clues — except for a screen on the wall with the word Plus on it. Finally, we officially discover why we're here. In September, Amstrad are launching three new machines: a cartridge-based console, the GX4000; a 64K, cassette-based CPC 464 Plus; and a 128K, disk-based CPC 6128 Plus.

WHAT'S NEW THEN?

Let's go straight for the throat and see what's so special about Amstrad's triplets. Basically, Amstrad have updated their current CPC technology to make the new machines the best 8-bit games machines around. Improved sound and graphics is what you're looking at here. The basis for the range comes from the CPC computers. From there, Amstrad



has developed a cartridge-based console with dedicated graphics and sound handling hardware — the two elements missing from the CPCs.

The graphics hardware is capable of handling 16 sprites, each 16x16 pixels which can be magnified two or four times. The sprite size and palette are now independent of the screen mode, so up to 32 colours, from a total palette of over 4000, can be onscreen at once. The screen handling has also been improved so very smooth vertical or horizontal scrolling is possible. Previously, scrolling was only possible in character-sized steps or else the entire 16K of video RAM had to be rewritten by the software. Also, the new three-channel sound generator gives sound and graphics multitasking without CPU intervention allowing for complex tunes and smooth gameplay.

Each cartridge is planned to hold up to 512K of game, making the Amstrad a serious contender for both 8- and 16-bit computers and consoles presently on the market.

It's not just a bunch of Amstrad-employed boffins that have designed the trio. Amstrad have consulted top European programmers and software houses to learn want *they* really wanted from the new breed. The answer was an 8-bit computer with the same computing power as the 16-bits. Ocean, US Gold, Domark, Empire, Titus, Ubisoft, Infogrames and Gremlin have all been involved with creating the machines you're about to see.

Good news for current CPC owners is that the CPC Plus computers are compatible with existing CPC software, so upgrading doesn't mean chucking out your software library. Underneath that shiny new, cream, plastic casing beats the heart of a standard CPC. The GX4000 console, however, is not compatible with existing

After the presentation Alan Sugar took the stage for a question time...

Isn't it slightly late for Amstrad to launch a new console?

'Everyone thought we came into the home computer market too late, It's really the same situation now. We were successful then, and we'll be successful now.'

(Doubting whispers echo around the room...)



ASK SUGAR

'Look, we are a powerful company with lots of money and resources. We've followed Sega and Nintendo's progress and mistakes. We know where we're going.'

Will software houses have to produce their own cartridges?

'No, Amstrad will take care of producing the games on cartridge. Four or five weeks from receiving the finished game, the cartridge will be finished, three weeks later it'll be with the retailers.'

So, does this mean all cartridge packaging will have the Amstrad name on it?

'There will be a standard format for packaging the cartridges which everyone will like. Amstrad will not be putting its name on the games, but the software must conform to Amstrad standards.'

Why has Amstrad stuck to 8-bit and not produced a 16-bit range?

'People don't really care about 8-bit or 16-bit — they just want good product. Compatibility with existing CPCs was also an important factor — the 464 Plus and 6128 Plus are both compatible with current software.'

What kind of sales figures do you expect to see?

'We're launching the three new machines into the UK, France, Spain and Italy this year. We're not prepared to reveal our estimated sales figures, but we're sure to reach our projected targets.'

STRIPLETS!



GX4000

Amstrad's new console, which is the first ever UK-developed console to be released, will set you back £99. And that includes VAT — there's no hidden extras. The pack comes with a mains adaptor, TV lead, two paddle control units and the *Burnin' Rubber* cart. It looks like a space ship and that's the way you'll see it on the packaging — flying into view. But is it Space Age? Well, no, not really. It's a turbo-charged CPC — but, hey!, that's pretty good news. The carts slot in at the top and the control pads plug in at the front. The control pads are a bit of a pain to use — the rocker switch and the action buttons don't have rounded down edges and can make your fingers pretty sore after a log play. Let's hope for an official joystick soon. There's also an analogue joystick port and an 'auxiliary control device' port — probably for a light gun.

The GX4000 has a built-in modulator so you can link it straight to the TV, and a connector to link it to one of Amstrad's new monitors (see below). Also lurking at the back is a Scart socket.

Burnin' Rubber plays well on the GX4000 and makes good use of the console's capabilities. Programmers should feel quite at home for the processor they'll be using is a Z80A. With 64K of memory, 4096 colours (32 onscreen at once) and stereo sound, the products on their way should be great. There's likely to be a great deal of European software support — though it's unlikely that you'll be playing any Sega coin-op conversions on it! At the moment it is difficult to say if the GX4000 is going to be a definite winner — the quality of software will decide that. If all the titles in development turn out as good as *Burnin' Rubber* the GX4000 looks like being well on the road to success. If you're going to be console shopping soon, the GX4000 should be on your list to see.

cassette- and disk-based software. It's cartridge only and only the forthcoming cartridge games will take advantage of the new facilities on the console/computers.

GAMES?

A hardware company can't launch a new computer onto the scene without software support. Games have to be there right from the start. But then, Amstrad has known that for years. When the 464 was launched in 1984 it came with £100-worth of new titles. So, what's ready now for the GX4000 and the two CPC Plus computers? Well, there's only one cart; it's from Ocean and it's called *Burnin' Rubber*, a *WEC Le Mans* styled game, and comes free with all the machines. Also on the *Burnin' Rubber* cart, when packaged with the CPCs, is the original Amstrad BASIC and firmware.

Burnin' Rubber shows off the new capabilities admirably — the game still has that Amstrad look about it, but with great graphics (the shading and colouring is particularly effective), and animation. Ocean boss David Ward was there to talk about the new software, saying, 'A catalogue of game products on cartridge is in production. Featuring arcade-style graphics, refined screen movement and digitised music, there will be 12 titles available by December.' What are they?

Well, currently in development from Ocean are *Batman the Movie*, *Operation Thunderbolt*, *Plotting*, *Shadow Warriors*, *Chase HQ* and *RoboCop 2*. Other titles include *Epyx's World of Games* (Epyx/US Gold), *Crazy Cars 2* (Titus), *Fire and Forget 2* (Titus), *Kick Off 2* (Anco), *Klax* (Tengen/Domark), *Escape from the Planet of the Robot Monsters* (Tengen/Domark) and *Spider-Man* (Empire) with lots more in the works. All are expected to retail around the £25 mark.



CPC 464 PLUS/ CPC 6128 PLUS

Amstrad's two new machines are essentially the same. The only differences are that the 464 has a tape deck and 64K RAM, while the 6128 is 3-inch disk-based and packs 128K RAM — both feature a cartridge port. Both are in similar casing, which is smarter and more compact than the old oblong CPCs — in fact, one is reminded of the Amiga. The 464 Plus is supplied with the *Burnin' Rubber* cart which includes the original Amstrad BASIC and firmware. Amstrad have designed two new monitors to complement the machines. There's a 12-inch white mono monitor and a 14-inch colour monitor. A 464 Plus with mono screen costs £229 and £329 for a 464 Plus with colour screen. If it's the 6128 Plus you're after, which comes with a *Burnin' Rubber* cart and CP/M disk, it'll set you back £329 with the mono monitor and £429 for a colour monitor set up. The monitors feature stereo sound output, but the sound quality is the same as the original CPC range — a bit tinny.

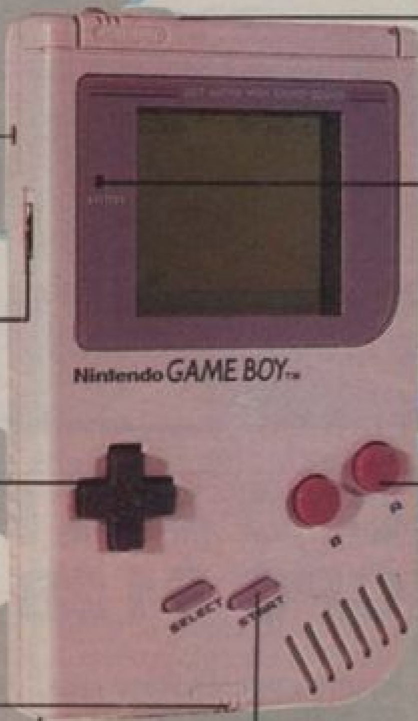
The new CPCs are impressive and offer very good value for money. They're the ideal machines for anyone who wants to start computing. But should current CPC owners upgrade? Hmm... If you can sell your original CPC for a good price then, yeah, go ahead. It's also a good move for anyone who likes programming the CPCs. But if you're considering upgrading just to play games you could be better off splashing out £99 for the GX4000.



BOY! IT'S HE

It's already sold a million and now Nintendo's Game Boy is about to sweep the UK shores. In September, the console giant launches its any time, any place, anywhere midget games machine. Richard Eddy played about with the thing (he's good that way)...





What I'm holding here is going to be the ultimate travel accessory. Believe me, you're going to see these little monsters all over the place. Before long, when you see yuppies reaching inside their exec briefcase, hipsters rummaging inside a rucksack, or kids digging in their sports bag, don't expect to see their hand emerge with a filofax, Walkman or textbook in hand. No. Before you know it, sweaty palms all over the country will be removing Nintendo Game Boys from bags and slamming in the latest cart. Wait until the anti-Walkman lobby get to hear about this one!

Yup, the true and original hand-held games machine is officially here in the UK. And the really great thing about the Game Boy is that it's pocket-sized, and with four penlight batteries in the back you can play anywhere. Portability and ease of use is, naturally, what can make or break a hand-held console's popularity. The Atari Lynx, an excellent machine, suffers slightly from being just that bit too big. It's more of a laptop games machine to play sitting at home, power from the mains, than a play-anywhere machine.

That's the real advantage the Game Boy has over the Lynx. The Game Boy is very compact (148mm x 88mm x 31mm), but loses to the Lynx on the screen. The Game Boy's screen uses a Liquid Crystal Display (LCD) system to display graphics and text and measures 44mm x 46mm, which gives room for about 20 standard Game Boy text characters along the top.

There's no variety of colours; basically you've got a yellow/green back screen with graphics and text displayed in shades of grey. That doesn't sound too good but, surprisingly, the display is sharp and effective.

Alongside the screen is the battery power indication LED, which glows red while there's still life in the batteries. Batteries? Oh yeah. The Game Boy runs off four AA (HP7, R6) size batteries, and thankfully doesn't eat them at an excessive rate. With good

AIMING TO PLEASE

With over one million Game Boys already in use, there is no worry that it's going to run out of software. For a start, Empire's amazingly addictive *Pipe Mania* is on its way (at the moment the Game Boy version is called *Pipe Dream*). It's looking really good, a bit like the Spectrum version, and should be out for Christmas. *Solar Strike* (a *Galaxian* clone) and *Golf* had a preview in TGM031. Also, keep your eyes peeled for the *Teenage Mutant Ninja Turtles* (should be good, no worries with a green screen!). Arcade games *Paperboy* and *R-Type* should hit these shores soon. From Taito comes *Target; Renegade*, *Wrath of the Black Manta*, *Dungeon Magic* (an arcade adventure), and a puzzle game created especially for the Game Boy called *Flipull*. Ocean and The Sales Curve are currently working hard on a number of titles, though The Sales Curve isn't saying what titles, but expect to see Ocean's *RoboCop* soon.



ERE!

(and that's official!)

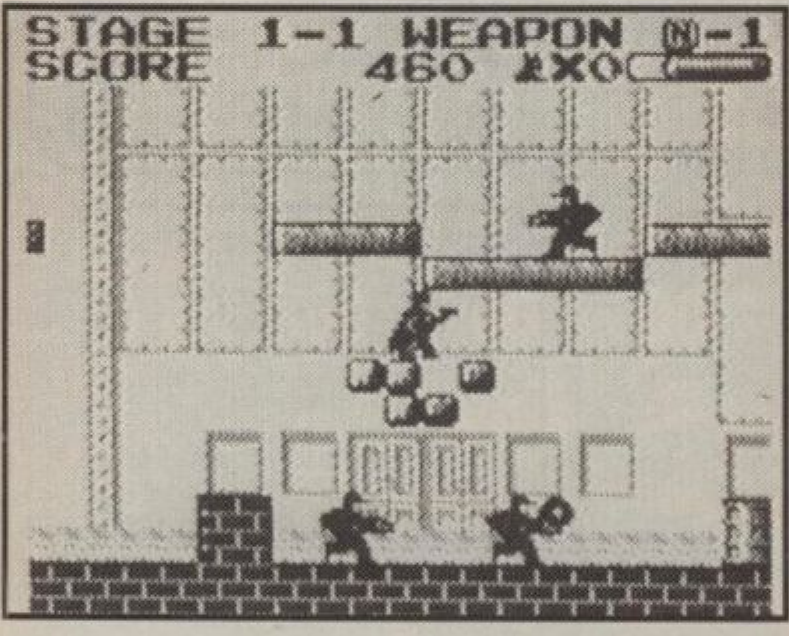
batteries and providing you're not playing *Tetris* 24 hours a day, they can last up to four weeks!

A cross-shape rocker switch lets you keep control of the action onscreen and it's well placed and easy to manipulate. Also on the front are the Select and Start buttons and two control buttons. From the slits at the bottom right-hand corner of the Game Boy comes the sound, underneath rests the speaker. That's the front, and very tidy it is too.

A quick trip around the sides now. There's a volume dial to keep control of the quality stereo sound and a contrast dial to adjust the display of the screen to suit your taste. There's a socket to plug earphones into (so you needn't annoy everyone on the bus), an external power supply port (six volts) and a socket which allows any Game Boy player to network their system with someone else's. There are already a few smashing two-player games available making use of the Game Boy's networking system, *Tennis* and *Tetris* are just two. Right at the back is a big hole (big in Game Boy terms) where carts are plugged in — the carts are tapered so you can't put them in the wrong way around. The carts measure 56mm x 64mm x 7mm and come in their own plastic cases to keep 'em out of harm's way.



Inside the belly of this small, but well formed, beast lies a 8-bit customised CPU and 8K of static RAM. But you don't need to know that, because the point of the Game Boy is to have one helluva lot of fun. All you need care about is the wide selection of games!



■ The Nintendo Game Boy is released September and distributed by Serif. It costs around £75 and comes with *Tetris* cart, earphones, batteries and a networking lead.

BOY FRIENDS

Just some off the hot stuff coming your way — plus a look at *Tetris* which comes free with the Game Boy. All titles are expected to retail at around £25.

Super Mario Land

The real star of Nintendo, Mario of Mario Bros, makes his appearance on the Game Boy in *Super Mario Land*, a perfect, crazy romp across many strange worlds. It's a totally new adventure, though gameplay is based on the successful format of the past three *Mario* platform classics. All the favourite enemies are there with some new arrivals — the turtles now explode, there's flying fish and heaps more. Addiction is the name of the game because not only is each level wonderfully designed and very playable but there are loads of secret passages and routes to discover. Packed with varied graphics and many different tunes, *Super Mario Land* does the Game Boy proud.

94%

Tennis

No prizes for guessing what this is all about! Mario presides over the action on the court with you playing at the bottom and opponent at the top of the screen. There's four levels of difficulty to choose from and the computer plays a mean game, so if you want to win on level four get in training quick! *Tennis* plays well and the action is always clear. It's not just the players and the ball that moves; move off the actual court and the surroundings come into view — handy when your opponent delivers a long and lethal serve. This is just one of the games that can be played by two players simultaneously using the networking cable. As a two-player game, *Tennis* is a super product with each person getting their own perspective and not having the disadvantage of being at the top of the screen.

82%

Batman

Marshal Rosenthal gave *Batman* the mega-preview treatment in TGM031 and it sounded good then. But now, having played it for real, *Batman* on the Game Boy is incredibly impressive. The gameplay is a cross between Ocean's *Batman* and *Super Mario Bros*. You're controlling the Caped Crusader as he runs through the scenery, leaping high onto blocks while killing off as many attackers as possible. Dark blocks reveal bonus icons which include more powerful weapons, such as the Batarang, Batwings, extra lives, energy and points. The great thing about the game is that you can either play it as an out and out shoot-'em-up, a platform game or a combination of both! Four levels, each with four sub-levels in each, make for an addictive game that'll be enjoyable and addictive for a hell of a long time.

90%

Tetris

(free with Game Boy)

This is a great game to get you started with the Game Boy. Still the same *Tetris* we all know, it has been improved with a huge variety of options. For a start there's two types of game — one where you just keep playing going up through the levels, and type two where you can select one of the nine levels to play on. Then you can select one of six 'high' settings — the higher the setting, the more random blocks are placed on screen at the start of the game. Using the networking cable you can link Game Boys with a chum and battle it out. The great thing here is that as one player completes a couple of lines, an extra line is added to the opposing player! This style of *Tetris* can only be played on the Game Boy and the fabbo arcade machine. And there you have it: *Tetris* on the Game Boy — it's free and it's fab!

85%

Space Invaders

Taito really have excelled themselves with this one (ho, ho). If you fancy a trip back in time, all you have to do is shell out £25 for *Space Invaders*. And that's all you're getting — none of this improved Invaders 1990 or anything. This is the old blip, blip, blip *Space Invaders* original. No additional tunes, no new aliens: 100% *Space Invaders*. How the games industry ever took off is a mystery...

43%

CORE! IT'S WAR!

Core Design is not a company that mucks about. Indeed, just before its first game Corporation hits the shelves, the programming team are putting the finishing touches to their second game: Torvak The Warrior. It's a tale of bravery, heroics and lopping the heads off all things evil. Richard `Kate Aide' Eddy took a trip back in time to a mystical age and discovered all...



I'm standing in war-torn Ragnor. It was five years ago that the scenes of the horrific Tormanian wars rocked this mystical nation. We're here today to witness the return of Torvak, the ultimate warrior, who left this land after the wars ended. He's just appearing over the brow of the hill now. His family's settlement lies not far from here.

Look closely, and you'll see the face of a man who is reliving his nightmare as he strides over the land he once fought on. Hold it! He appears to be sensing danger. What can lie in his settlement that worries him so? (Quickly bolt across plain to settlement. Hut! Hut! Hut!)

And this is horrrrific! There are bodies everywhere! None alive, they're all corpses. And a sudden darkness has swept over this once thriving village. Torvak's breaking up... Stop! There's someone coming through the trees... Erm, yes, yes it's the Elder, a twisted figure, and he appears to be moving towards Torvak, calling the warrior by name.

The Elder's now talking to Torvak and it looks like we'll be getting an exclusive interview with the Elder at any moment. And here he comes now. Now then, Elder, it would appear you're racked with pain. Is that so? Yes, yes he is nodding and he's starting to speak...

Well, I doubt you could have heard that, he's certainly on his last breath there. It would appear that an evil necromancer has cast a dark and evil shadow over the area and has let loose a horde of foul fighters to sweep the land of all that is good. And there goes Torvak, running into the shadow of darkness... The necromancer's fighters are going to have a battle on their hands. And that's it from war-torn Ragnor for now, back to the preview.

So, that's where *Torvak* starts — out of a crap storyline and into an arcade combat game packed with action! Let's get one thing straight — this Torvak guy, he's 100% beef. Armed with a double-headed axe, he sets out, under the player's control, into the first of the five treacherous landscapes he has to battle through. The first landscape is the war-torn area. Leap and run through the demolished countryside until you reach level two, a dangerous journey though swamp land and a volcano area with lava streams as hazards. Level four is the approach to the necromancer's castle, through a forest and past an ancient temple. Finally, the ultimate battle approaches. The necromancer's castle is packed with foes and the dungeon is the most dangerous area. To complete your revenge there's a face-to-face battle with the necromancer himself!



As each level increases in difficulty, Torvak's powerful weapons are needed to beat off vicious foes. All the additional weapons have a hit power rating and a hit range rating. The axe Torvak starts with has a low hit power and a short range hit. As more and more power-ups are collected, Torvak can access the extra weaponry. This includes a broadsword (starts with low hit power, medium hit range), Warhammer (medium hit power, short hit range and slow to use) and the most lethal weapon of all, the Morning Star (high hit power and long hit range).

To protect himself against the necromancer's powers, Torvak can collect armour, made of either silver or gold. The silver gives protection from five enemy attacks and the gold protects over ten attacks. To ensure Torvak wins in combat, two other extras can be collected: a speed-up which sharpens his reactions and an extend to give him extra vitality when fighting. Other extras include food for energy, treasure for bumping up the score, power-ups to build up the power of the weaponry and magic which gives your weapons that extra blow.

It's a megalithic exercise in mayhem! Core Design are releasing *Torvak The Warrior* this autumn on the ST and Amiga.



UNDER A…

Ever the roving reporter, Paul Rigby trekked across Liverpool (just down the road) in search of the Beast. Psygnosis's infamous Shadow of the Beast now has a sequel, and word from the 'Pool is that there's something called gameplay in it. Can't be true, we thought. Rigsby proved us wrong...

Psygnosis are based within a tract of redeveloped Liverpool Dockland. Entering their spacious but rather hot offices, I wondered if they might be investigating cactus plants as a lucrative sideline. Within these simple, yet stylish walls are Martin Edmondson and Paul Howarth, the creators of *Shadow of the Beast*. Although it initially gained much praise from the computer press, their creation soon turned out to have as much gameplay as a burst balloon. Even so, Psygnosis claimed *Beast* was 'the game that actually sold Amigas'. True, but once the purchaser got home they invariably played something else instead. So *Beast* became the classic that never was. Offering so much, but lacking in that one essential ingredient.

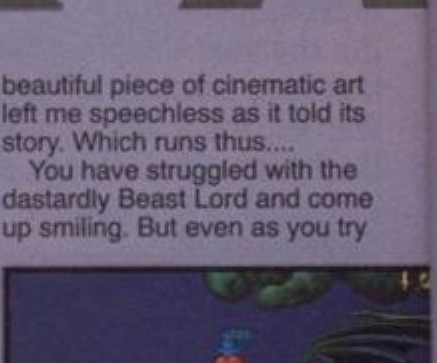
Martin and Paul rightly decided to give it another shot. Although, the spectre of piracy had, at one time, led them to exclaim that *Shadow of the Beast* was going to be their last Amiga game. It appears, though, that the idea of including a T-shirt in the box actually aided the anti-piracy drive. It seems that everyone wanted that Roger Dean creation — thank goodness. Otherwise Paul and Martin may have been lost for good.

The original *Beast* system was tweaked, modified and thumped a bit. What has arisen from the ashes of *Beast 1* is a strong candidate for the perfect game — at least the perfect platform game. Its name? Well, *Shadow of the Beast 2*, of course!

Amongst a blaze of piped music and, apparently, real electric guitar riffs composed by Tim Wright (aided by his friendly Korg M1 plus about a dozen other keyboards) I was lead into the introduction.

Friends, you will not believe the opening sequence to *Beast 2*. My first word? Gobsmacked. Interesting, as I normally exclaim something a little more cultured. Nevertheless, this beautiful piece of cinematic art left me speechless as it told its story. Which runs thus....

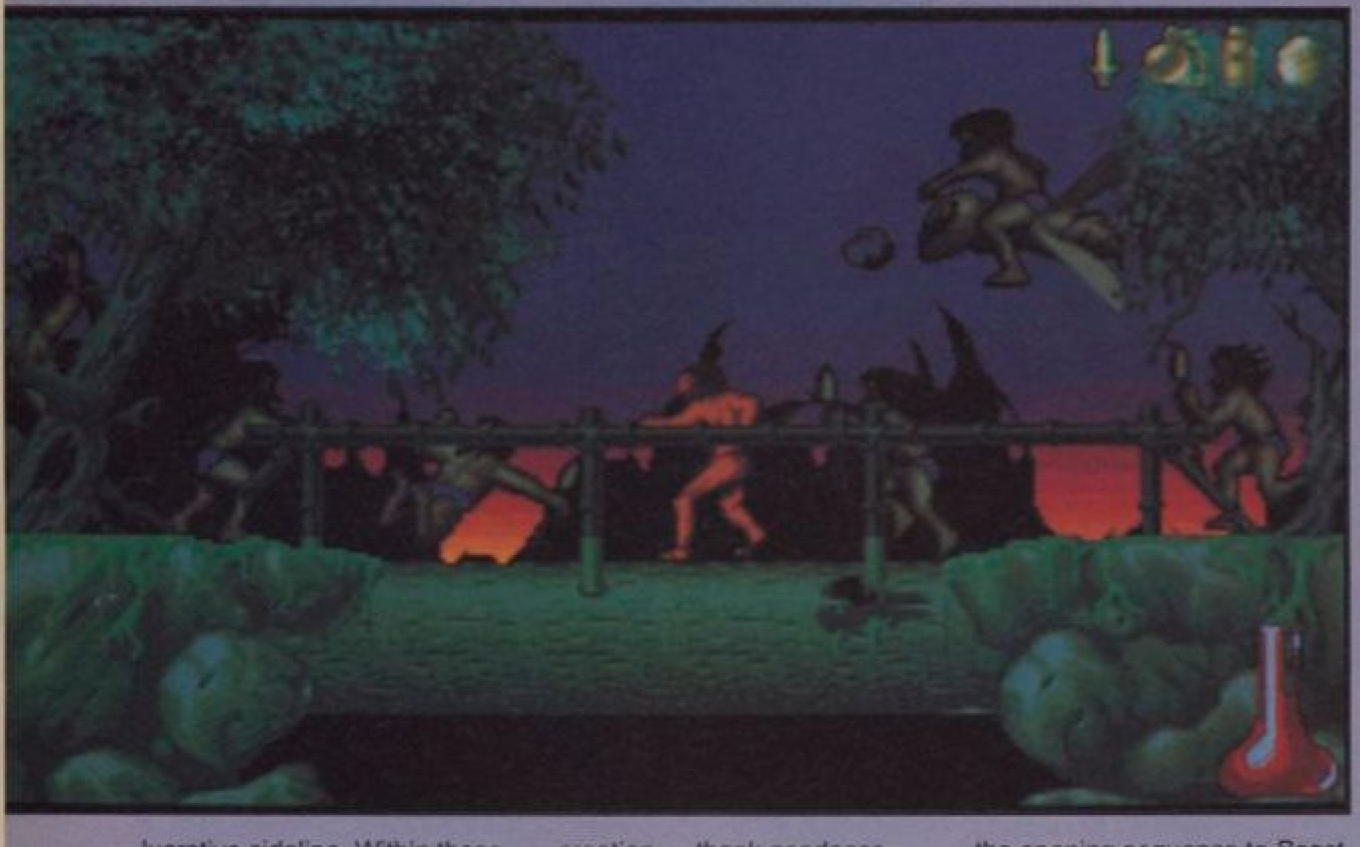
You have struggled with the dastardly Beast Lord and come up smiling. But even as you try

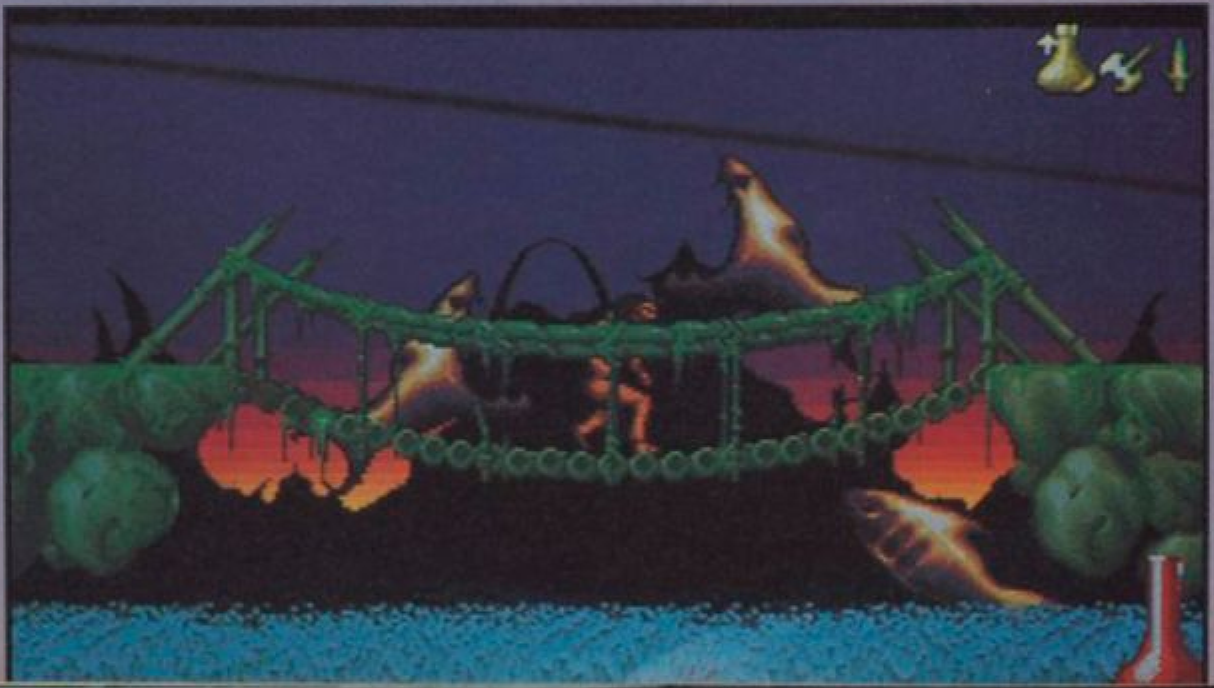


to become accustomed to your humanoid body you hear grave news. Your sister has been abducted. Kidnapped by the Beast Mage, Zelek, she has been taken to a far off alien world. Zelek is a bit of a bad lad. A black priest, Zelek is also a warrior who is devoted to the evil Beast Lord. Now Zelek plans to make your sister a slave in a similar way that you once were. Torment, pain and a thoroughly nasty time are planned for your sis unless you go get her. But, and here is the rub, you'll need to travel a bit as well as overcoming the obstacles that lie before you.

The opening sequence itself shows a small cottage and there, standing on a hill, the Beast Mage. Using his power he changes himself into a... er, flying thing. He then takes off, crashes through the roof, grabs the kid and scarpers.

When you see the quality of the animation, see how smooth the whole thing runs, witness the dramatic camera angles, hear the atmospheric sound





SHADOW



effects, you too will be gobsmacked.

But onto the game itself. Yes, it is a sideways scrolling platform game. Yes, you do get another T-shirt. Yes, the graphics and sound are excellent. Yes, you can move in two directions at the beginning of the game and, yes, you do enter doors into other areas — even down to the meanwhile screens which hang around while the new level is being loaded. So far, so what?

Well the game does have technical improvements. The jerky animation (eg, jumping off a ledge) has gone, everything is super-smooth now. Also, although the parallax scrolling has been reduced from 13 layers to three, you will see multi-directional scrolling screens in four directions at once compared with the original's two.

Yet *Beast 2* is a 100%, no make that 1000%, improvement over *Beast 1*. Why? Gameplay, that's why. *Beast 2* is absolutely oozing with the stuff. It leaks out of every crevice and runs down your trouser leg making a soggy puddle on the floor. In fact, I'll bet that after a short period, you'll forget the graphics, become deaf to the sound and become engrossed in the mind-bending, totally captivating puzzles that lay before you. Arcade players will love the action but — for the first time — adventurers will adore it too. *Beast 2* breaks a few barriers, it crosses boundaries it is not supposed too. Here's why.

You will first notice that it includes a variety of micro-worlds: areas populated by a certain group of people who may be just living life as it comes or who may have one or two problems of their own. You will find yourself in a forest of pygmies — later, you will land slap-bang in the middle of a long-running feud between two dragons. The micro-worlds are diverse and contrasting, from guards to mushrooms, you will see and hear the atmosphere (the music changes to suit the specific scene, unlike *Beast 1* which did not really apply a characteristic theme tune for each area).

The first big change you will see is the interaction. No more killing for killing's sake. You can if you want to, of course, but you won't finish the game if you resort to 100% hack 'n' slash.

The new game contains much more interaction than the previous effort. After initiating the Ask About command, you can enter a keyword, such as a name or an action, and the nearest character may give you some valuable information on your general quest, or perhaps a localized puzzle, or even just a piece of mindless gossip or comments. Interaction is not just reserved for characters. There are quite a few visual clues lying amongst the background scenery.

The amount of object manipulation has also been improved. You can pick up and use objects, move objects over great distances by pushing them, pull levers and so on.

The greatest change is the puzzles themselves. Where the arcade action blends with the interaction and object manipulation. But don't think that these puzzles are simple and quick. One puzzle in *Beast 2* can stretch over multiple screens, involving well over a dozen separate action/decisions. In one puzzle area you will find yourself backtracking over the same area, turning a lever here, moving an object there, opening this door, bribing that guard — intricate to say the least.

But without doubt the game is refreshing. Great graphics and sound, yes, but also an extraordinary range of puzzles, interaction and addictive gameplay. This is the game that was expected when the original was announced. Spread the word for the Beast is among you.


ATARI ST
AMIGA
IBM P.C .AND
COMPATIBLES
THE ARCADE EXPLODES!
AMSTRAD CPC
SPECTRUM
COMMODORE 64
SEGA
FIRE & FORGET
THE DEATH CONVOY
II
As the pilot of an all powerful combat vehicle, you are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance as in their combat techniques.
The ability to take to the air will be your strength, use this to outmanoeuvre the enemy.
Pick up weapons, ammunitions and fuel. You'll have to work your way through the entire convoy and destroy the leading vehicle, before the ULTIMATE EXPLOSION.
NUCLEAR threat... Stop. DESTROYER CONVOY detected... Stop. Wipe out the TERRORISTS... Stop. Scientists in DANGER... Stop. IMMEDIATE ACTION!... End of transmission.
QUICK REFLEXES, SPEED, INGENUITY AND NERVES OF STEEL ARE REQUIRED TO OBLITERATE THE OPPRESSOR.
SUPER FAST 3D ACTION.
15 INGENIOUS MUSICAL SCORES.
50 DIFFERENT TYPES OF ENEMIES.
5 SQUAD LEADERS TO DESTROY.
BONUS LEVELS
A MULTITUDE OF ARMS AND AMMO
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HELL RA

Prepare yourself for an explosive new package from the publishers of CRASH, ZZAP! and THE GAMES MACHINE. RAZE, a sizzling magazine delivering scorching console and 16-bit computer entertainment, will be storming onto newsagents' shelves in September. Be there!

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Four enormous pulsating pull-out posters every month. Look out for Arachnophobia, RoboCop 2, Days of Thunder and Gremlins 2 in the first bulging issue.

·S·U·B·S·

You don't want to mis

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A NEVER TO BE REPEATED OFFER!!

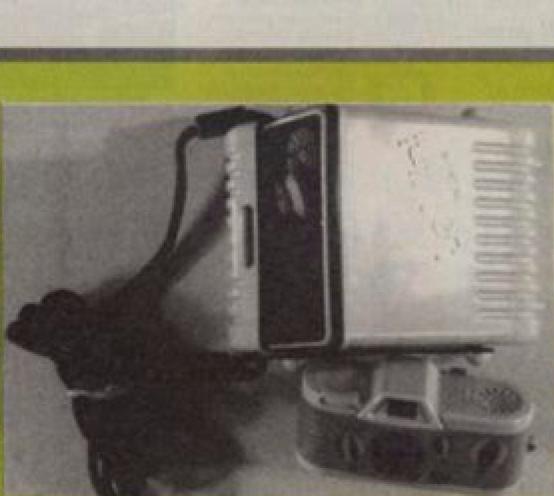
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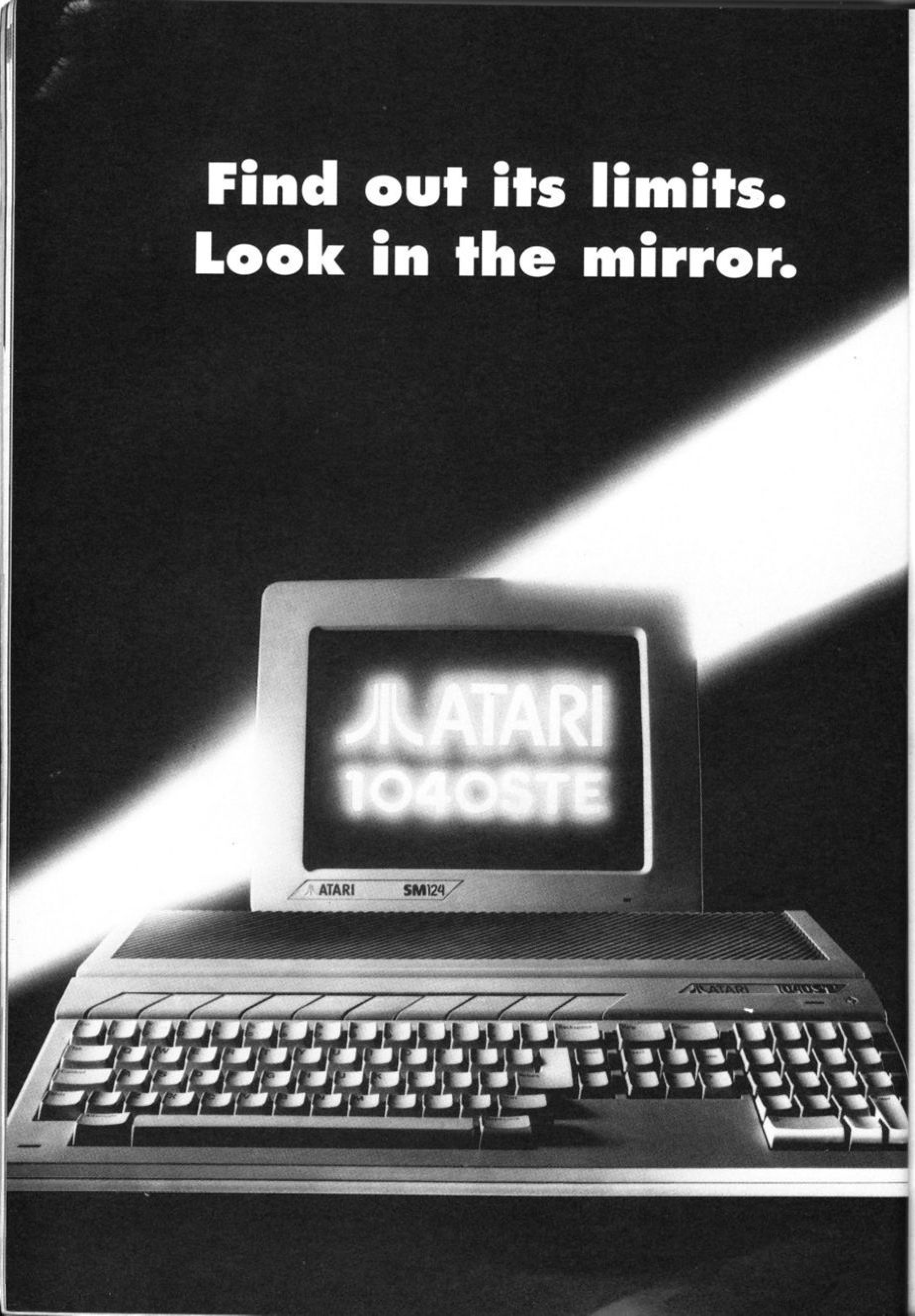
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Find out its limits.
Look in the mirror.
ATARI
1040STE
ATARI
SM124

Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).



To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.

Please send me further details of the 1040 STE and other Atari products.

NAME: ________________________________

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Please send to Atari Corp (UK) Ltd. Atari House, Railway Terrace, Slough, Berkshire. SL2 5BZ.

ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

WIN

ONE IN THE HAND

Your chance to get your mits on the fabulous Nintendo Game Boy hand-held.

COMPETITION

Pulsating portable power can be yours. Nintendo's console fits neatly in your hand and can be carried easily in your back pocket or jacket. Just think, Super Mario Land, Tetris or Batman any time, any place... anywhere!

Nintendo's pocket-sized plaything is a very compact 148mm x 88mm x 31mm. Its 44mm by 46mm liquid crystal display allows for high-resolution animated graphics. Inside, the console boasts an 8-bit custom processor and 8K of RAM; more than enough power to drive the tiny LCD screen and amazing three-channel stereo sound chip.

A socket enables two Game Boy players to network their system together. The result is truly interactive, simultaneous, two-player action.

With over one million Game Boys already sold worldwide, there's no worry of software shortage. Already there are some 30 titles available, with new games appearing at the rate of three or four a month. *Batman*, *Super Marioland* and *Bugs Bunny* are three of the top titles available now. *Pipe Mania*, *R-Type*, *Paperboy*, *Ninja Turtles* are *RoboCop* are on the way.

A GAME BOY IN THE HAND...
Up for grabs is a complete Game Boy kit which comprises Game Boy console, *Tetris* game cartridge, four batteries, power supply and two-player adaptor.
...IS WORTH A CARD IN THE POST

Simply answer the three multiple choice questions below and pop the results on a postcard or back of an envelope:

1. Nintendo produce another 8-bit games console. What's it called?
A. Nintendo Education System.
B. Nintendo Entertainment System.
C. Nintendo Electronic System.

2. Mario, from the classic game Super Mario Bros, has a brother. What's his name?
A. Lurgi.
B. Luigi.
C. Lulu.

3. What did Mark Caswell say when Warren Lapworth stole his Game Boy?
A. 'Watch out for the baddies, kiddies.'
B. 'Who pulled the plug? It's not funny!'
C. 'Wahhh!'



Answers on a postcard or stuck down envelope to: **GIV'SA GAME BOY COMPO, TGM, Newsfield, Ludlow, Shropshire, SY8 1JW.** All entries received after September 15th will be force fed to Warren. First entry out of the bag after that date wins.



APPRENTICE.....52

Rainbow Arts have done it again with another lively release, this time set in the mysterious, mythical, monsterous world of magicians. In Apprentice, you're an apprentice called, ah, Apprentice, but at 400 years old are considered too young to join the fabulous Magician's Guild. However, you're a persistant little sod so they've sent you on a quest to destroy Fumo, a particularly irritating dragon who has stolen Guild spells in the past. Across six worlds and 32 levels, which can be Earth, Fire, Hell or Heaven scenes, you hop happily around, avoiding various monsters and magicked items or zapping them with the occasional spell. Crates are littered around the levels and giving them a hefty kick can reveal various bonuses to aid your quest and boost your score. It's all good clean platform fun, done in the best possible taste. Now, where did I put my wand?

GAMES INDEX

Aaaargh! Waaagh!! It's —

MURDER

US GOLD



It was an inappropriately bright day when Mrs Marbles arrived at Springly Manor. She'd read of the mysterious death of Lord Algernon Fotherington-Smythe in the village newspaper. The local constabulary hadn't asked her to help them with their enquiries but she was such an interfering old biddy that she couldn't resist sticking her oar in. Medical examinations had concluded that Fotherington-Smythe had been shot in the leg with a harpoon gun, clubbed over the head with volume two of *Snail Breeders' Companion*,



drowned in pickling vinegar, force-fed rat poison and Marmite sandwiches, and mutilated with the latest in handy DIY devices. Accidental death was suspected. But Mrs Marbles knew different...

If you fancy your chances as a nosey granny, Hercule Poirot, Perry Mason, Columbo, etc etc, the first thing to do is to choose your identity on the **Murder!** *edition of The Daily Chronicle* newspaper, where there's a picture of your identity in the game. You can't be female (sexist!) but hairstyle, glasses, moustache, beard, nose and jawline can be altered.

To choose the murder case you'll attempt, the month, date and year at the top of the newspaper then the location mentioned in the sub-headline, its name then type (Manor, Grange, House etc), and the difficulty level. You're then taken to the scene of the crime and have two hours to solve it, after which time Scotland Yard arrive and take over the case.

An isometric view of the room you currently occupy dominates the screen and the cursor used to play the game has two functions here. As an arrow, it directs your sleuth between rooms. As a magnifying glass, it allows you to select people to question or objects to examine. The person or thing under scrutiny is illustrated in the top-right corner of the screen, people's names annotated with their business in the house (as owner, employee, visitor or whatever) and what (if anything) they're holding.

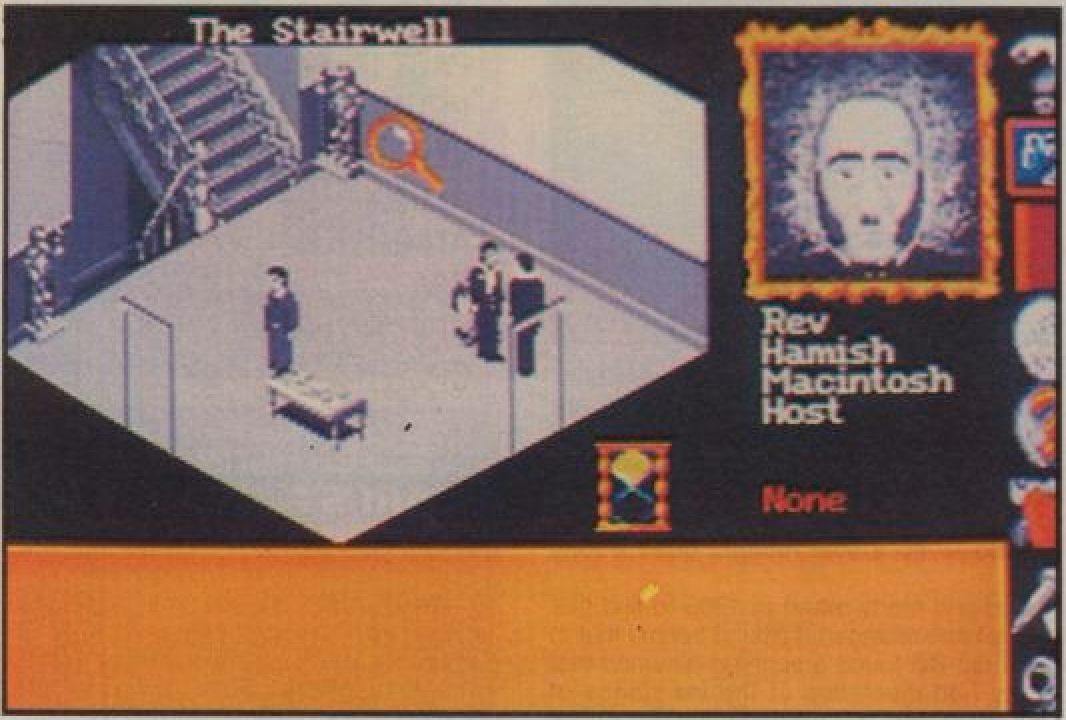
People selected can be questioned by clicking on the question mark icon (logical), which brings up a set of six icons. Using combinations of them and choosing names of people, rooms and objects, you can construct `Tell me about...' sentences to put to people, about their relationships with people, their views on how other people related, what they know about specific rooms with particular people and/or objects, and so on and so forth. Interested facts gleaned can be noted by simply clicking an icon. Facts gathered can be viewed by using a four-section notebook, one of the icons at the right of the screen.

Objects can be dusted for fingerprints but some of them have an unsuitable surface for taking prints or lack them completely. A book of prints can be built up where they can be compared and often provide vital evidence. Objects can be wiped of prints and left around in the hope a suspect will pick it up so that later you can add his or her prints to your book.

When you think you've discovered the identity of the murderer, you must collec. the murder weapon with the *Exhibit A* icon then find the suspect and use the *Arrest* icon. Depending on whether you're right or wrong, a congratulatory or derogatory front page of *The Daily Chronicle* will be displayed.

Detective games have been around for a long time now — having to discover





where and how objects should be used, many arcade adventures come into the category — but the vast majority of them involve one big incident. *Murder* goes straight for the jugular with 'orrible 'omicides, death surely being the most interesting and commercial subject for detective work.

Murder's immediately of greater value and longer lasting interest because there are countless different murders to investigate and (hopefully) solve rather than one big incident — it's quite like computerised *Cluedo*. However, this doesn't mean the murders are easy to work out! Far from it, the easiest takes some head scratching and although you get used to the ins and outs of how to solve the crimes, the different skill levels, characters, objects, house layouts and motives mean that two hours of real time often isn't enough. But, with the combination of date, location and skill level, exactly the same murder can be replayed, so you don't get frustrated with running out of time or accusing the wrong person yet never getting another chance, like you would with a randomly generated crime.

Graphically, sonically and technically, *Murder*'s a fairly simple game — questioning is the most important element and is really using a database, cross-referencing people, objects and locations to obtain different snippets of text. However, it's one of the most amusing and involving non-arcade games for a long time; death is a strange business but *Murder*'s well worth investigating.

Warren Lapworth

GAME **MURDER**	
PRODUCER **US GOLD**	
VERSIONS	
AMIGA	£19.99
ATARI ST	£19.99
C64	£17.99
IBM PC	£24.99

AMIGA 86%

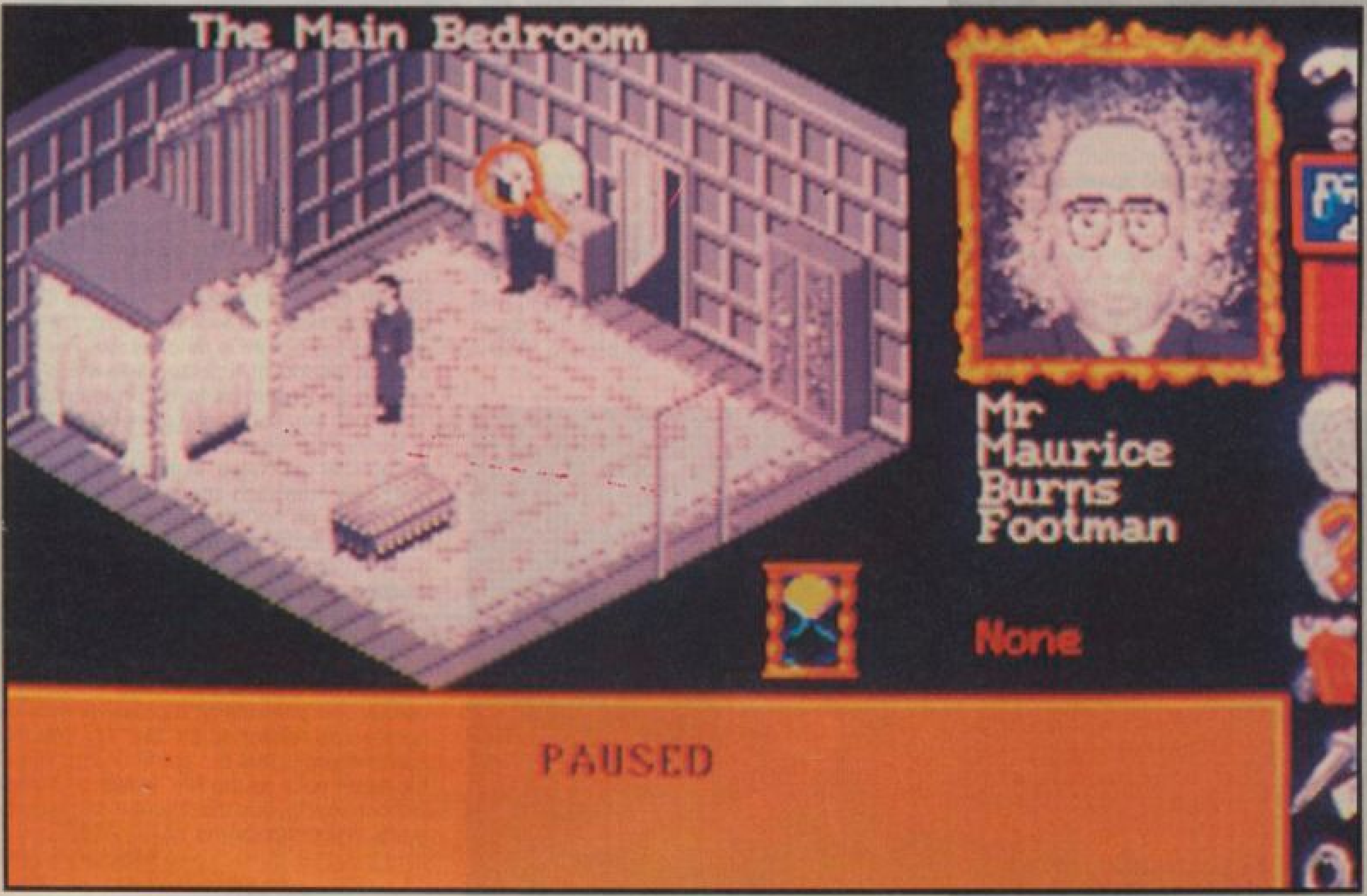
The main graphics are in the isometric section of the screen and are mono to give an authentic Thirties/Forties feel. This is a dreary look and animation's nothing special but there's quite a lot of detail. Text and icons are clear and easy to read/use and effects are few but functional.

ATARI ST 86%

Unsurprisingly, similar to the Amiga. Graphics virtually identical, sounds not as good but as there weren't many anyway it doesn't matter.

C64 80%

Icons are blocky but easy to understand. Rooms, furniture and people are small but have a commendable amount of detail, although sprites hobble around somewhat.



Marty, it's your kids!

BACK TO THE FUTURE PART II

IMAGEWORKS

GAME **BACK TO THE FUTURE PART II**	
PRODUCER **IMAGEWORKS**	
VERSIONS	
AMIGA	£24.99
ATARI ST	£19.99
C64	£9.99/£14.99
SPECTRUM	£9.99/£14.99
CPC	£9.99/£14.99

ATARI ST 75%

A good title sequence with the DeLorean flying away and then whizzing back starts a rather disappointing game. Sure, most of the graphics are fairly good but the main sprite looks nothing like Marty McFly. Even for a 16-bit computer, this game is rather slow — and compared with the film it's positively slothful. Thankfully, although the sound isn't quite up to the movie's pounding soundtrack, it's impressive and changes from scene to scene.

Great Scott! Take a look at the title again. No, it's not Future III as you might think, but the year old Future II, just released on rental video. Of course you can still get Future I for £9.99 (CIC Video), and the last in the trilogy (or first, depending on your view of time) is currently gracing the silver screen.

The computer game roughly follows the film plot, and is split into five sections. Marty's adventure starts in 2015. Doc Brown has stumbled upon the future son of Marty and things look bleak for the family unless the future can be changed. To prevent Marty Jr from being involved in some unsavoury activities with Griff, a relation of his old adversary Biff, Marty has to stop his son joining Griff's gang.

Marty must go to the Cafe '80s, pose as his son and deny the offer of a night out with the gang. But trouble ensues and our hero is forced to make a hasty retreat. Upon a hoverboard, Marty must head for the Town Hall whilst fighting off Griff and his equally-dense followers.

As you race through the streets, a variety of obstacles stand in your way. Cars threaten to pancake you whilst Griff's bozos are after your blood. Of course there is a time limit, shown in the status panel along with the date, amount of energy left and number of lives remaining. There are also bonus objects to be picked up along the way: speedups increase the power of your hoverboard, powerups replenish energy and accelerate increases the speed of scroll.

When Marty gets himself out of this mess, he and the Doc find that an unconscious Jennifer (Marty's girlfriend) has been found by the police. She is taken to her future home, but Doc and Marty must save her before she meets her future self. You are shown a bird's eye view of the house and must guide Jennifer to the exit without her



bumping into any of the house's occupants. You don't control Jennifer directly, you are presented with an eight-direction pointer and depending on which way you are pointing a door will flash. When you move Jennifer into a room, the house's occupants will move around — so a little thought goes a long way.

Doc and Marty return to 1985 to find that things have changed a little. It seems that in 2015 old Biff found a sporting almanac that Marty had discarded at the insistance of Doc, stole the time machine, travelled back to 1950, gave his younger self the book, and returned to the future without Doc and Marty noticing. Using the almanac his younger self can predict sports winners from 1950 to 2000, and has subsequently won a lot of money. Now Biff is one of the richest men alive and has taken over Hill Valley, running the place into the ground by encouraging gambling, prostitution, etc. Now Marty must follow old Biff back to 1950, get the almanac and return to the future. However, in 1985, just getting back to the DeLorean time machine is hard enough as Biff's bodyguards try to prevent you from leaving Biff's Palace. Weapons are strewn all over the place as you run horizontally along the screen trying to kill the ensuing baddies. Eventually you should overcome this stage, progress to level four and go back to 1955 to get the almanac.



Back in 1955, whilst being chased by *young* Biff's henchmen, Marty bumps into himself (placed there in the previous film) playing guitar at the Enchantment Under The Sea dance. As with level two you'll need quick thinking as you're presented with a picture of Marty playing `Johnny Be Good' on one of those old sliding block puzzles. As soon as the picture is randomized, you have a short period of time to slide the blocks around and return it to its previous form. This done you can chase after Biff and finally retrieve the almanac.

The final car chase, similar to level one, is held down the high street with you controlling Marty on his hoverboard. Just mosey alongside Biff's car and grab the book — avoiding other cars, open manhole covers, workmen, pedestrians, etc.

The five sub-games, especially level four's puzzle game, make a change from the mundane repetitive nature of most film licences (ie, *Back to the Future I*). Although neither are particularly impressive, they do have some relation to the film. My only disappointment is that the game doesn't run at the same pace as the film. However, it goes without saying, buy this and the future is, literally, in your hands (ha, ha)...

Mark Caswell

Don't get paranoid, It's

PARADRO

It's 400 years in the future and the Earth's most farthest-flung colony world, Basmyth, is in trouble. It's fallen under the attention of the bordering Trimorg Empire and, if the alien attacks aren't stopped, under their *power*, too. A fleet of freighters has been sent to counter the Trimorgs, commanded by a skeleton staff of humans but mostly populated by robots, from menial service droids to the powerful battle machines that will decimate the foul aliens.

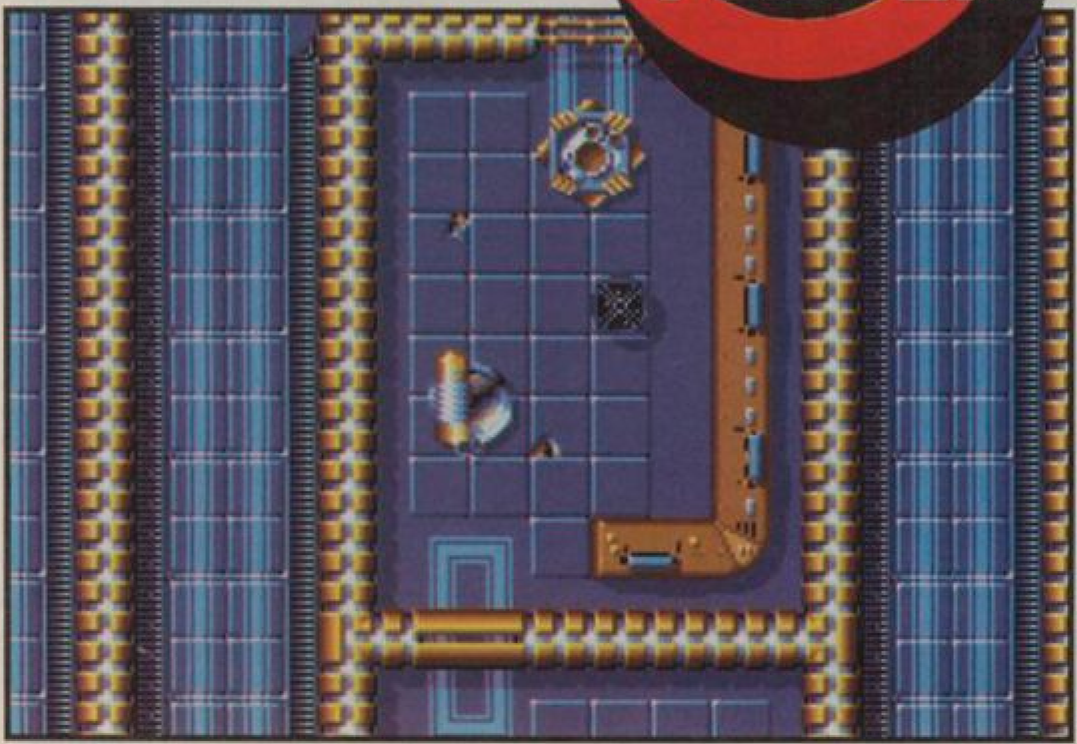
Or would, if the freighters had ever reached their destination. Three days ago, transmissions from two of the fleet's distress beacons were intercepted. The messages were identical, both from the USF Paradroid, and reported detection fields spreading from an uncharted asteroid belt. Shortly after being scanned, the battle droids in the Paradroid's cargo bays mysteriously activated themselves and service robots went haywire. All automatons took on minds of their own, wild, aggressive minds.

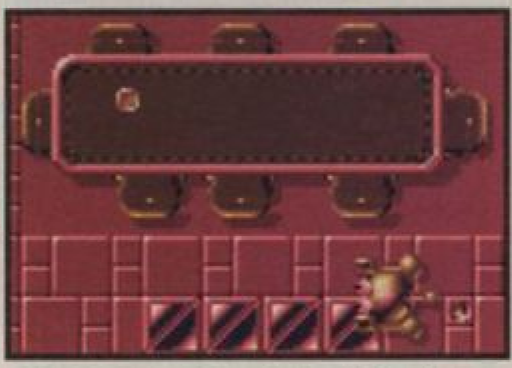
The humans stood little chance. The robots now control the Paradroid, themselves possibly under the power of whatever lurked in the cover of the asteroid belt, and are a potential threat to any ship or planet they encounter. It is assumed that the other freighters in the fleet have been affected in the same manner and are also under rogue robot control.

The freighters are too big and valuable to destroy and the military wouldn't last long against so many robots so a more devious method of recovering them has been chosen. The prototype Mark II Influence Device (ID) is a hovering intelligent unit small enough to beam aboard a freighter without drawing immediate attention, yet powerful enough to take control of most types of robot. It's armed with a plasmabolt gun but this is a low power weapon capable of inflicting relatively little damage. Therefore it's by taking control of powerfully armed robots, using the transfer mode of operation, that the ID can make its way through the decks of the freighters, destroying all droids encountered and eventually rendering them peaceful and empty.

Of course, you are the ID and can choose either of the first two of five freighters from the options screen. You must complete both to reach higher levels but in subsequent games you can pick any freighter equal to or less than the highest you've reached. The numerous vertically scrolling decks which compose each ship are shown from above and bulkheads with automatic sliding doors divide them into rooms and corridors.

TGM STAR PLAYER





A deck is completed simply by destroying all the robots upon it (other than the one, if any, that you're currently controlling, of course) and the screen darkens (as if the deck lights have been dimmed) to indicate when this has been achieved. Lifts can be used to move between decks at any time and are used by highlighting a deck on a side view map of the freighter.

The quickest and easiest way to clear a deck is by using a powerfully armed robot in the transfer mode. Holding down the fire button while stationary extends a spark which, when brought in contact with a robot, begins the transfer sub-game (which takes some explaining so bear with me). Two groups of 14 circuit wires lead to a central column of 14 segments, the segments initially alternating between two colours — the same colours as the wire groups. The aim is to fill as many segments as possible with your chosen colour by shooting pulses at it, the number of pulses available dependent on the robot currently under your control (four if you're still the ID).

As a timer fills up you choose which side you want by studying the components in each group. *Splitters* divide a pulse into two, affecting two segments, while *joiners* require two pulses just to affect one segment. *Terminators* are breaks in the wire, preventing pulses reaching a segment, but *auto-pulsers*, when activated, keep producing them so, unless one is used on the opposite side of the column, the segment is sure to be won. *Colour-switchers* change a pulse to the opponent's colour so should be avoided.

Whether all pulses have been fired or not, the game ends when the timer falls to zero. If there are equal amounts of the colours, the result is deadlock and the game is played again. If you win, you take over the new robot, if you lose, the transfer is rejected and you revert to the ID. If you're the ID and lose the transfer game, your deck-clearing days are over.

Other than more powerful arms and armour, transferring to a robot is very useful for gaining energy. All robots have a maximum energy capacity shown as a series of bars at the top right of the screen.

ID '90

GAME **PARADROID '90**	
PRODUCER **HEWSON/GRAFT GOLD**	
VERSIONS	
AMIGA	£24.99
ATARI ST	£24.99

AMIGA **91%**

Although the graphics used to create the ships varies little — though the do change in colour and are utterly different in layout — they're very cleanly draw with a highly attractive metallic sheen to much of them. Sprites are excellent, detail packed into them and each readily indentifiable. Scrolling's a touch on the juddery side but there are several neat little features, the best being the computer terminals activating as you approach, monitors casting a glow and emitting a friendly whistle as they illuminate. Title music's good but lacks individuality, and effects are generally well above average and suit the game.

HEWSON/GRAFTGOLD

As energy is lost, through damage inflicted by shots and collisions, a darker set of lines is revealed, showing the reduction of *actual* energy. Energy can be restored with an energiser (naturally) but however frequently they're used they can't keep you 'alive' forever. When the ID takes over a robot, the robot's computerised brain detects it and begins to shut itself down, burn itself out. Eventually, the maximum energy level reduces so you're forced to attempt another transfer or, when the level falls to zero, be just the ID again. The speed with which the maximum energy reduces depends upon the power of the robot's brain, which is directly comparable to its offensive power.

The strengths (and weaknesses) of robots can be gauged using a central computer file. Logging on is a simple case of approaching any of the numerous terminals spread throughout the ships. Selecting droid library allows you to view statistics on any robot equal to or below your current droid's code number, the more powerful the robot the higher the three-digit number. A front, side and plan view of the robot (the sprite you see in the game itself) illustrate text (there's also full droid pictures on 1Mb Amigas). Robot type, brain, detection system(s) and general information are given.

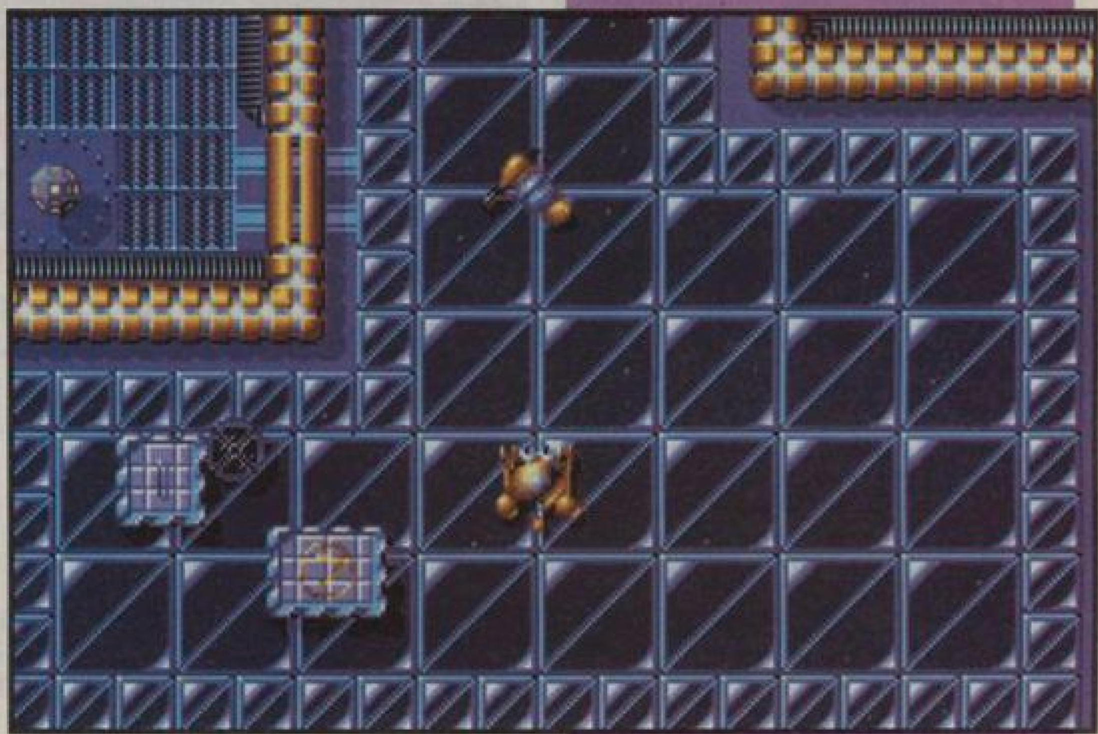
Three other databases can be accessed from the computer. Ship data gives a side view of the decks, like when you're in a lift, each colour-coded to show you which deck you're on and which have been cleared of robots. Deck data shows a plan view of the deck you're on and gives the number of robots on the ship and particular deck. Statistics tells you the number of shots you've fired, successful trarrsfers and hit accuracy percentage.

Logging on to the computer acts as a pause mode and you can use it as much as possible. However, the transferring, exploration and combat of the real game can't be done at such a leisurely pace. After an amount of time (dependent on the ship level), the freighter's detected by space pirates — raiders. In search of plunder and gratuitous violence, they're mean, teleporting characters and, if you don't clear the ship soon after they first appear, they beam aboard in ever greater and more frequent numbers.



Several years ago, I passed many happy hours playing the original *Paradroid* on my trusty C64. I wasn't keen on the idea of a 16-bit remix — how could it ever capture the atmosphere and fabulous gameplay? — but I'm pleasantly surprised at the result. It's been tweaked here and there (mainly to make it more difficult!) but basically it's the same classic shoot-'em-up.

The best change is in the robot department. There are less of them but they look different from one another (C64 *Paradroid* robots were all circular) and, more importantly, act significantly different. Exactly how you can treat them depends upon their detection systems, some have ordinary sight but have a narrow viewing field and/or are short-sighted, others home in on the sound of your weapon or buzzing transfer spark, and the most sophisticated have radar so they can track you wherever you are. The most fearsome robot — and so the most fun to be — is the 999. The most powerful droid, his sophisticated detectors and brain tracking you down while stereo effects give you some idea of where he is. Controlling a 999 is a brilliant but short-lived experience — they burn out very quickly.



The transfer game is excellent, very difficult to describe but very easy to learn. It wasn't easy on the original and it's damn tough now, requiring much thought to decide which side to choose, let alone where and when to fire pulsers. It can be switched off but this eliminates the strategy and a lot of the fun. Try to transfer to a significantly more powerful droid and he'll have so many pulsers in comparison to yourself that it'll be near-impossible to deadlock let alone win a game; you have to gradually work your way up through the ranks.

One of the most interesting features of *Paradroid '90* is its line-of-sight rule. If something's between you and another robot, be it bulkhead, door or crate, you can't see it. Only if the door opens or you move from behind the crate, or whatever, can you see it. This adds atmosphere and some very real tension, especially when you know there's just one or two powerful droids left wandering around. It's a major part of the unique, addictive *Paradroid* experience that 16-bit owners can now enjoy.

Warren Lapworth

Spit it out!

PLOTTING

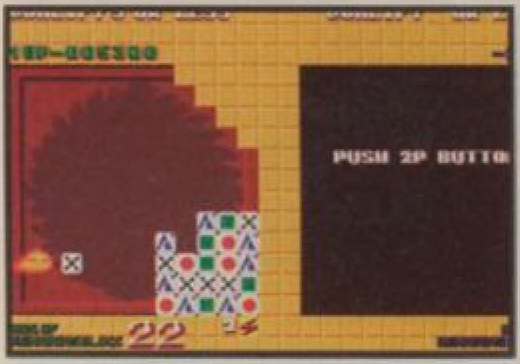
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GAME	PLOTTING
PRODUCER	OCEAN
VERSIONS	
AMIGA	£24.99
ATARI ST	£19.99

ATARI ST 78%

Backgrounds are plain and tiles are small yet clear. The sprite's amusing in design and animation, and tile explosion/bouncing movements are good. Sharp, percussive effects suit the game's motions.

Plotting's another one of those strange puzzle action games and as such requires no plot. The play area is rectangular with a group of small square tiles arranged in a square array in the lower-right corner. The potato-like player



sprite, rather like the title character in Ubisoft's *Puffy's Saga*, can be moved up and down the edge of the play area and holds a tile in his mouth, which corresponds with the design and colour of some of the various tiles in the square. The sprite can spit the tile at any of the outer tiles in the square; spitting at a different type of tile makes it simply bounce off but if projected at one of the same design it erases the tiles (and any of the same type lying directly behind it in the square). The tiles then shuffle around according to gravity and the design of tile directly *behind* the one(s) erased bounces out to the player sprite, to be the next one to be spat. A level is completed when a set number of tiles have been erased.

It's often not possible for a corresponding tile to be reached from the side but there are square steps in the upper right of the play area. Tiles fired at this area are deflected and allow tiles from the top of the array to be erased; an arrow shows where the spat tile will be deflected onto. It's this part of the play area that causes most problems. The stepping isn't always even, so some of the columns in the array can't be reached, and later still pipes allow the array to be approached from one direction only.

There's a two-player game where each person gets his own character. For the second player, things are on the opposite side of his playing area (the tiles are on the lower left etc) but this is easily adjusted to and no disadvantage. It's a race to see who



will complete the level and makes everything that bit more urgent.

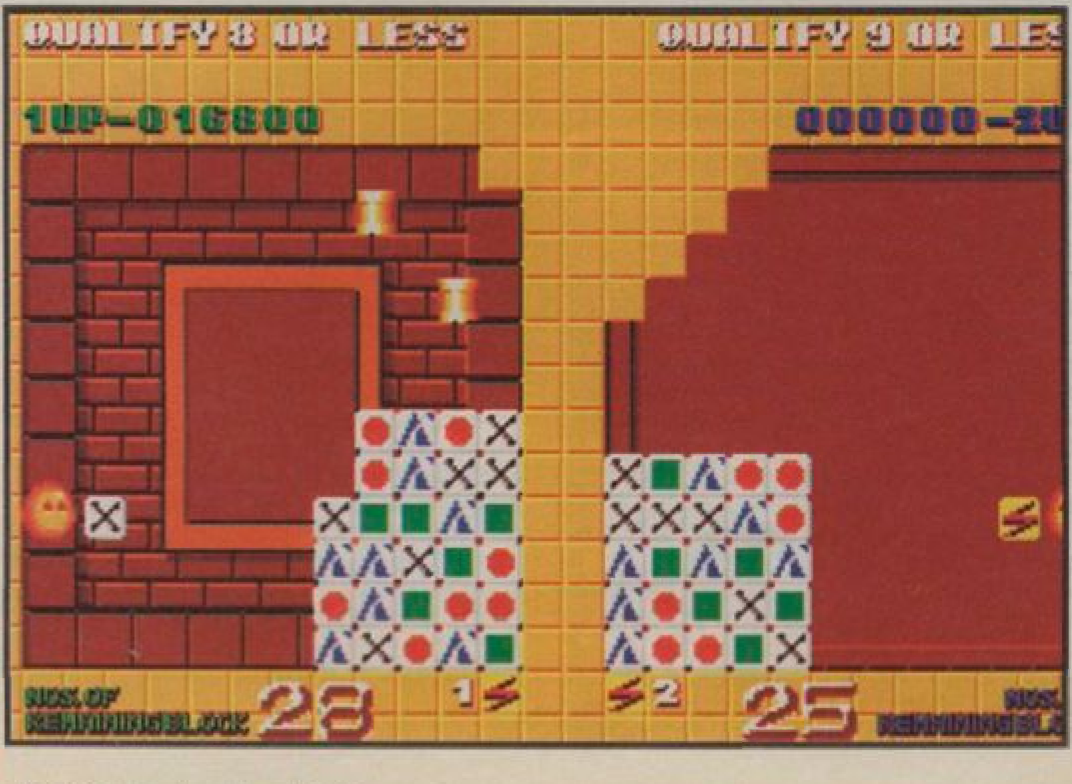
If the arrays of tiles are too easy to erase or the arrangement of steps and pipes in the upper right too simple — or they're too difficult — a construction kit is built in. Tiles, steps and pipes are easily chosen and positioned and can be saved out to test your skills or tease your friends.

In that the basic aim is to match tiles with ones of the same type so that they can be eliminated from an arrangement, *Plotting* is a *Mah Jong*/*Shanghai* variant. More recently, the concept has been used in Tale's *Turn-It*, but *Plotting* is a good deal more action-oriented, unsurprising as it's a coin-op conversion. It's a largely unknown Taito machine which is hardly extraordinary because, although there's pace to it, it's a puzzle game and they're never popular in the arcades.

Deciding which tiles should be erased next to make sure more can be eliminated in the next move would be a fairly calm and collected pastime but, as it's an arcade design, *Plotting* doesn't let you sit still to contemplate things. As levels are worked through and steps and pipes change, you have to think more and more quickly. Two-player games making things even more hectic; it's a lot more action-oriented than most puzzle games.

Plotting isn't one of the best puzzle games around — it doesn't match *Pipe Mania or Tetris*/*Welltris* for sheer playability — but is high in the secondary league and as such should be considered if you like such games or fancy a change.

Warren Lapworth



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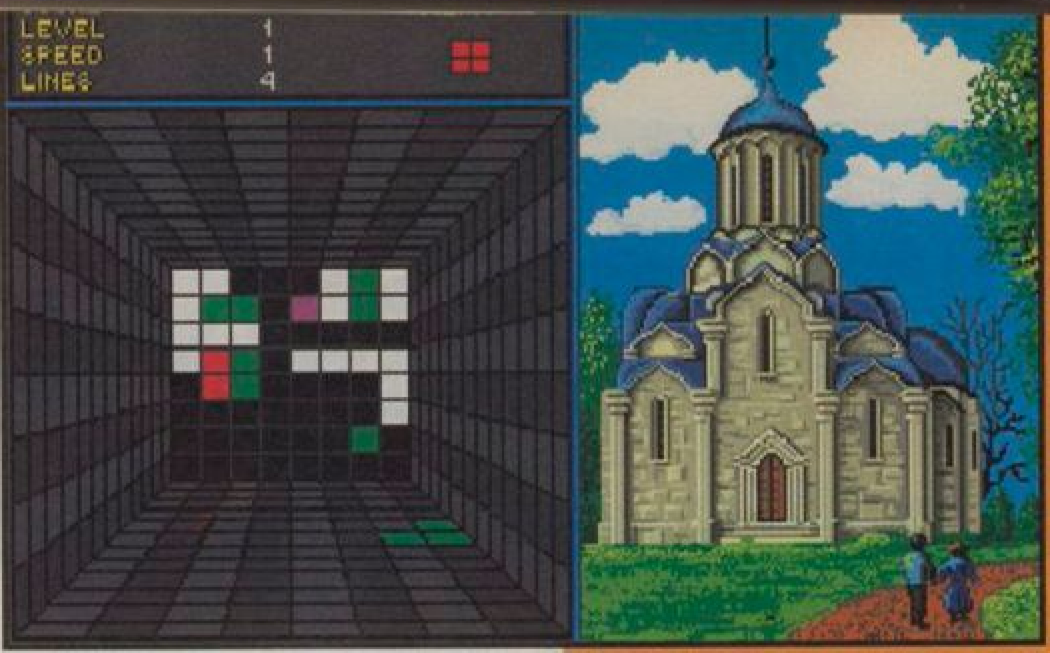
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Groovy Gorby's doing his best to change the matter (and putting his neck on the line to do it) but the Western world hasn't benefitted much from the good old USS of R. The Bolshoi ballet, Marx's *Das Kapital*, sheep-frying radiation, silly hats and icepicks is about all, really. As for the computer industry, we've gained very, very little from the Russians in that area, unsurprising considering it costs several million potatoes and takes a few weeks of queuing for them to even get a ZX81. So, ask anyone to name a game originating from the USSR and they'll say `Errrr... umm...' or *Tetris*.

The highly straightforward aim of *Tetris* was to guide brightly coloured shapes as

Sure to make a big splash

WELLTRIS

INFOGRAMES

they fell so that they interlocked with earlier shapes, rather like an animated jigsaw. Graphics were simple (I hesitate to use the word `naff') but gameplay amazing, and good enough to spawn two arcade games, a twin-player version and a single-player one where high scores are rewarded with money (there's one in my local boozer).

Welltris is based upon the same principle as *Tet*. The shapes you guide are all constructed from a number of squares, the smallest from just two, the largest from five. Rather than the simple flat vertical playing area of *Tetris*, *Welltris* is viewed as if you're looking down into a hole or, to be true to the game's strange name, a well. The well has four rectangular walls and as the shapes fall, one at a time, they can be shifted around onto any walls and rotated, 90° at a time.

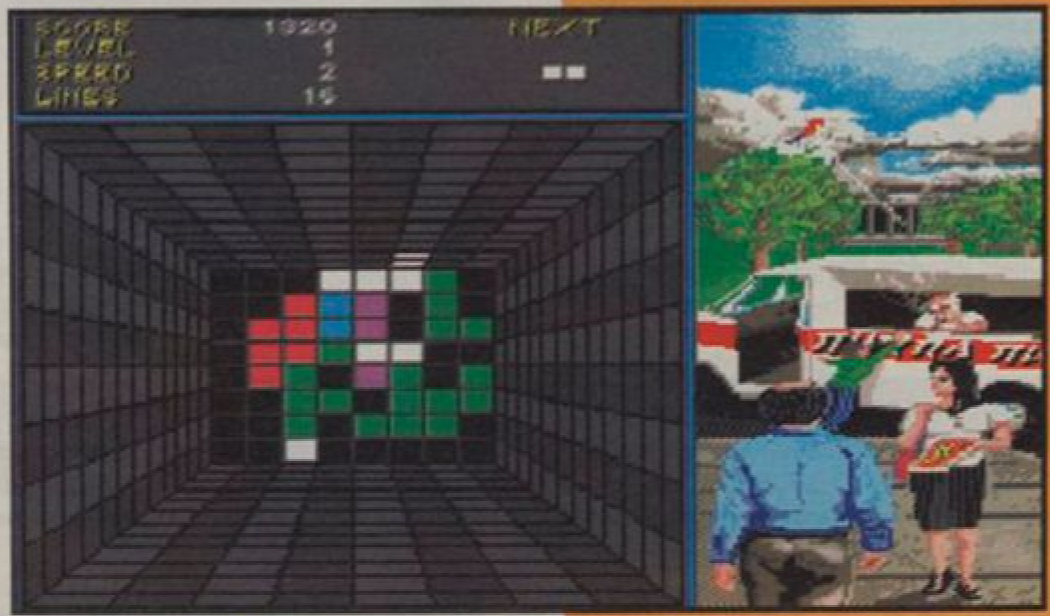
When a shape reaches the bottom of wall (well), it `falls' toward the centre of the well, stopping when it hits another shape or the opposite wall. The aim is to fit the shape in such a position that there are no gaps between it and shapes already dropped, or at least fit it as snugly as you can. Preferably, shapes should be positioned so a line is made across the bottom of the well (horizontally or vertically). When this is done, the created line disappears, shifting the shapes closer to the centre and thus making room for other shapes around the well's edge. If a shape reaches the bottom of the well in such a way that one or more of its constituant squares can't fit and so part of it is on a wall, that wall turns red and can't be used. When all walls are red it's game over, but making lines and clearing squares using other ones creates space that can make the wall accessible again.

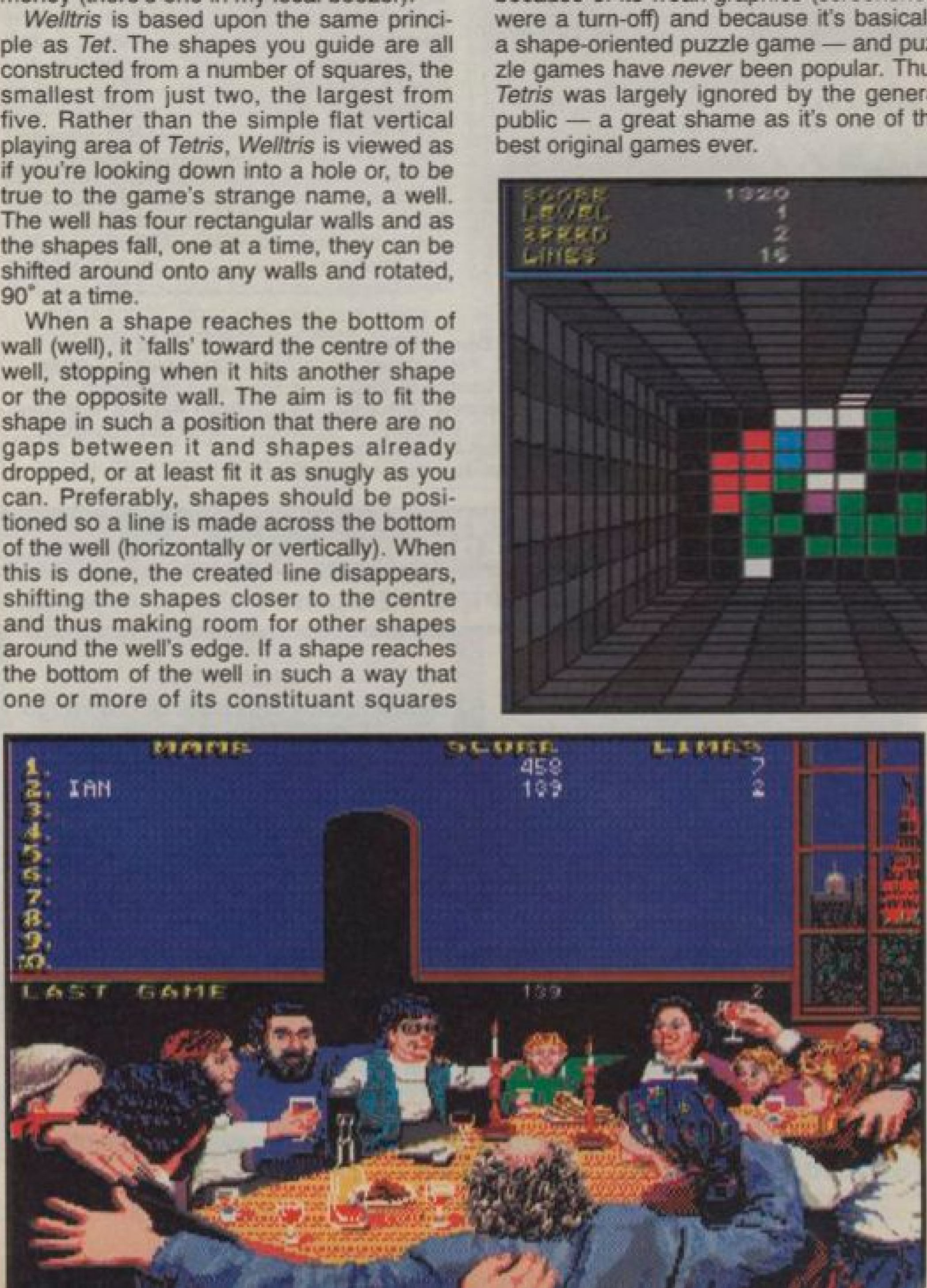
Tetris was a game largely overlooked because of its weak graphics (screenshots were a turn-off) and because it's basically a shape-oriented puzzle game — and puzzle games have *never* been popular. Thus *Tetris* was largely ignored by the general public — a great shame as it's one of the best original games ever.

GAME	WELLTRIS
PRODUCER	INFOGRAMES
VERSIONS	
AMIGA	£24.99
ATARI ST	£24.99

AMIGA **82%**

Well, graphics are simple but clear and functional, and the static pictures that lie to the right of the playing area are pleasant and don't distract the eye from the game. Music is irritating but is only present at the start of each skill level and sound effects are functional.





Hopefully, the cleaner, pseudo-3-D into-the-screen graphics of *Welltris* will attract more people than its predecessor. In principle, it's the same simple but fiendishly addictive game, but the 3-D viewpoint and four directions to tackle it from make it more challenging still. For the first few games you find yourself tilting your head from one side to another to make things easier to follow but soon it becomes second nature. Once the concept is grasped, *Welltris* is irresistable and deserves to be the great success that *Tetris should have been but never was.*

Warren Lapworth

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TGM **SEPT.**



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One of our radar-invisible aircraft is missing

OPERATION STEALTH

US GOLD/DELPHINE

GAME **OPERATION STEALTH**	
PRODUCER **US GOLD/DELPHINE**	
VERSIONS	
AMIGA	£24.99
ATARI ST	£24.99
IBM PC	£29.99

AMIGA 85%

Backgrounds and sprites are bright and colourful, the latter well animated. Close-up graphics are detailed but a little distorted. Effects are forgettable but there's some great music with unusual sounds and synthesised speech accompanies text.

ATARI ST 85%

Graphically identical to the Amiga, sounds are weak and music uses some horrendously silly noises. Best to play with the volume control down.

In the air, the USA Air Force's infamous and strangely shaped Stealth aircraft — the fighter and B2 bomber — are difficult to track down; fast moving and invisible to radar. On the ground, however, they're only too easy to find, a fact brought home at the beginning of *Operation Stealth*, when you're briefed by the head of the CIA. A Stealth fighter has been stolen from a high-security US airbase. Naturally, the disappearance of such a hush-hush, technologically advanced and incredibly expensive vehicle isn't something that can be let by with just a few raised eyebrows — something must be done.

You, John Glames, are a leading CIA undercover agent and have been given the unenviable task of tracking down and retrieving the missing Stealth fighter. You start the mission in Santa Paragua, the obscure South American country where it's suspected the stolen Stealth first landed. Much significant forces are involved, however, including the elusive SPYDER terrorist organisation, the KGB (well, it's an American plane that's been stolen so the Russians *had* to be prejudicially involved somewhere) and full circle to the faceless, nameless and utterly insane dictator of Santa Paragua.

You begin at Santa Paragua airport and like all parts of the game, are a smartly-dressed sprite that walks across a background that fills the entire screen. Control is by mouse and pointer that is most basically used to direct where the John Glames sprite walks, the screen flipping rather than scrolling when its edge is reached.

Just walking around restricts your actions somewhat so a pop-up menu allows other, generally object-oriented functions. Most basic is simply to *examine* something. The something can be in your *inventory* — an object you've already gained, with the *take* function — or something pointed at, which can be virtually anything on screen. Objects can be *operated* or *used*, either as themselves or upon some other object or thing.

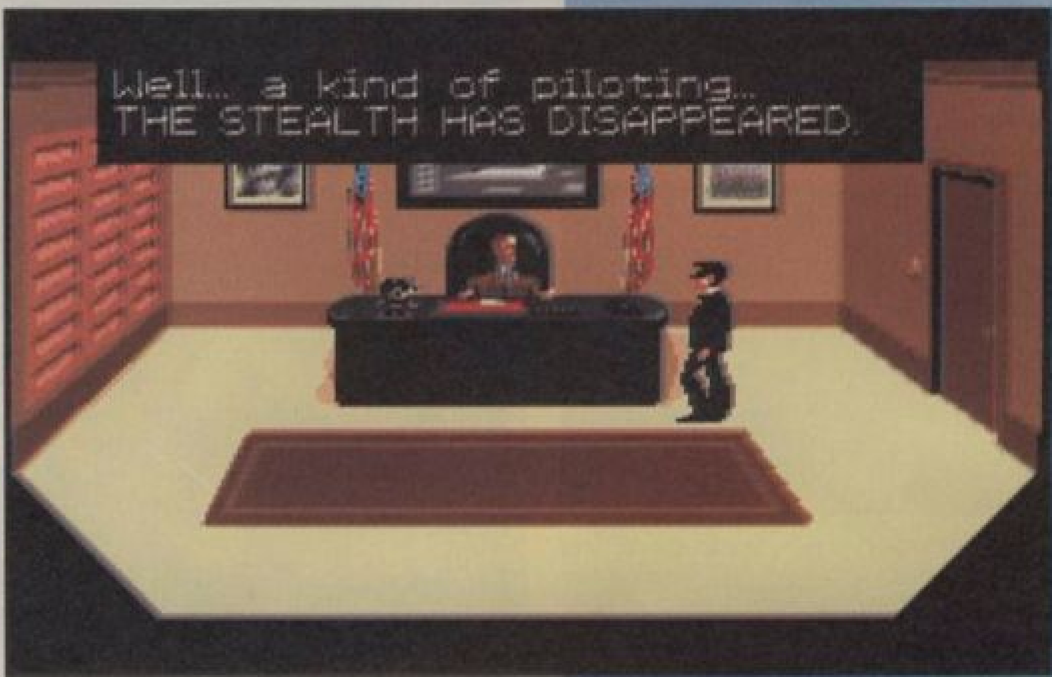
At the airport, you're first confronted with a



newspaper vending machine, a humble contraption that is in fact very important — without it you can't even think about beginning your journey. Briefcases, retrieved baggage and false compartments are also vital, for false passports and useful items, but the



danger doesn't begin until you reach your first port of call. Secret rendezvous, hit squads and mean enemy agents soon make the mission a lot more complicated and hazardous to your health.



Operation Stealth is the second game to use the Cinematique control system, which isn't especially different or clever but makes it fairly easy to use. The *first* Cinematique production was Delphine's critically acclaimed *Future Wars* and the controls have been tweaked a little to make play easier.

It all boils down to the the same game format, the familiar `menu-driven graphic adventure with sprites' pioneered several years ago with Lucasfilm's *Maniac Mansion* and continued with Sierra's *Quest* and *Leisure Suit Larry* games, and, of course, Delphine's *Future Wars*. *Operation Stealth*'s scenario and settings are interesting and up-to-date and, with a smattering of minor arcade sections, plays very well. The difference between the use and operate commands are vague so it's often difficult to decide which is needed (why the programmers decided both commands were needed is something of a mystery), but puzzles,



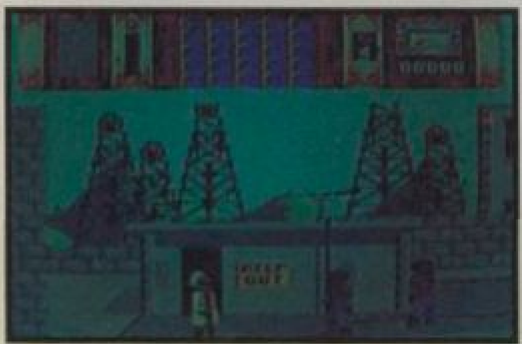
though varying in difficulty, are mostly logical.

Operation Stealth offers nothing new in graphic adventure gameplay methods or style but works as well and is amusing as any other game of its type. If you're looking to begin playing this style of game or continue in the field, *Operation Stealth* is well worth trying... if you can find it.

Warren Lapworth

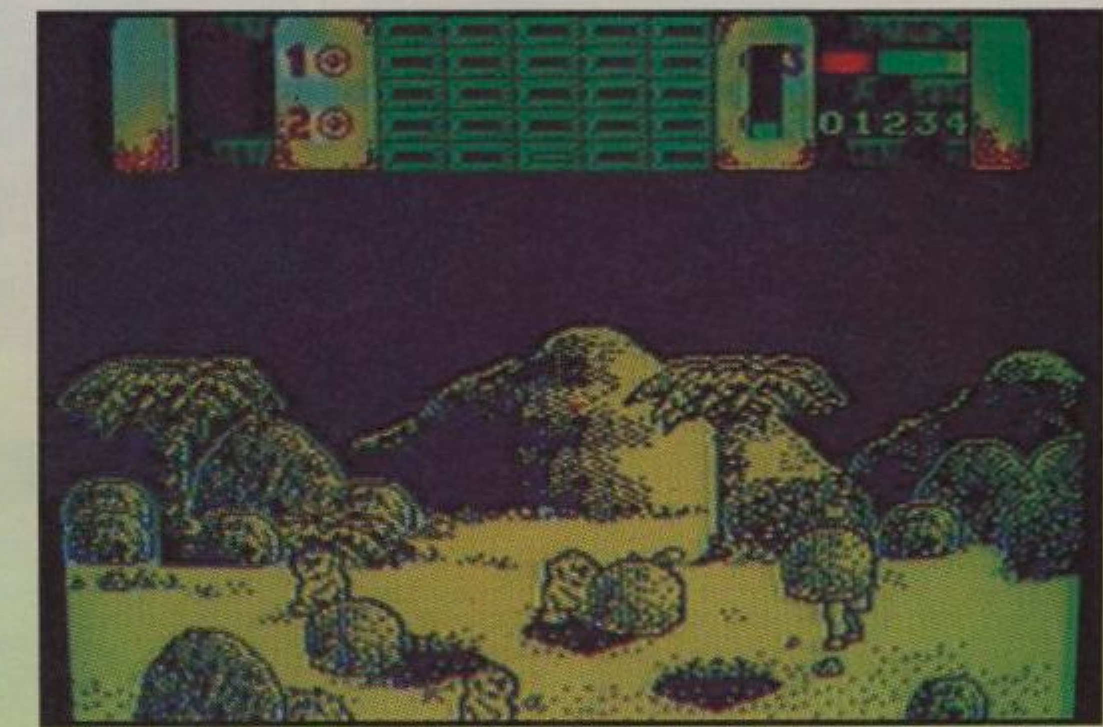


Can't afford or find a chrono-charged DeLorean? Never fear, Prof Potts has his own means of travelling through time, with a machine in the classic mould of HG Wells's device. The only problem is the Prof likes to work outside, and as he's about to zip off to one million years BC (and meet Raquel Welch!), terrorists strike!



The explosion destroys the time machine and its vital accelerator crystal, hurling the Prof a lot further back in time that he'd intended. He arrives in an era where humans have yet to evolve. The future as the Prof knows it no longer exists. So he must alter history to recreate the 20th century, allowing him to prevent the terrorist attack and live happily ever after!

Prehistoric Times comprises five flickscreens, including a swamp, river and volcanic ground. You must find a way to cool the Earth down, killing off the dinosaurs, and allowing humanity to evolve. If you do this successfully another Time Zone is created, the Ice Age. Here you must find a way to heat the planet up. In all, there are five Time Zones with the Stone Age, Middle Ages and Modern Day. This makes a total of 25 screens, shown in a grid at the centre of the control panel. Once a Time Zone is created its five screens turn blue and you can travel there: you stay in exactly the same position as you were before, only the time changes. Often landscape features such as rocks and trees are still there, the river is in virtually all Zones. Potts also carries Travel Pods which can be dropped and teleported back to.

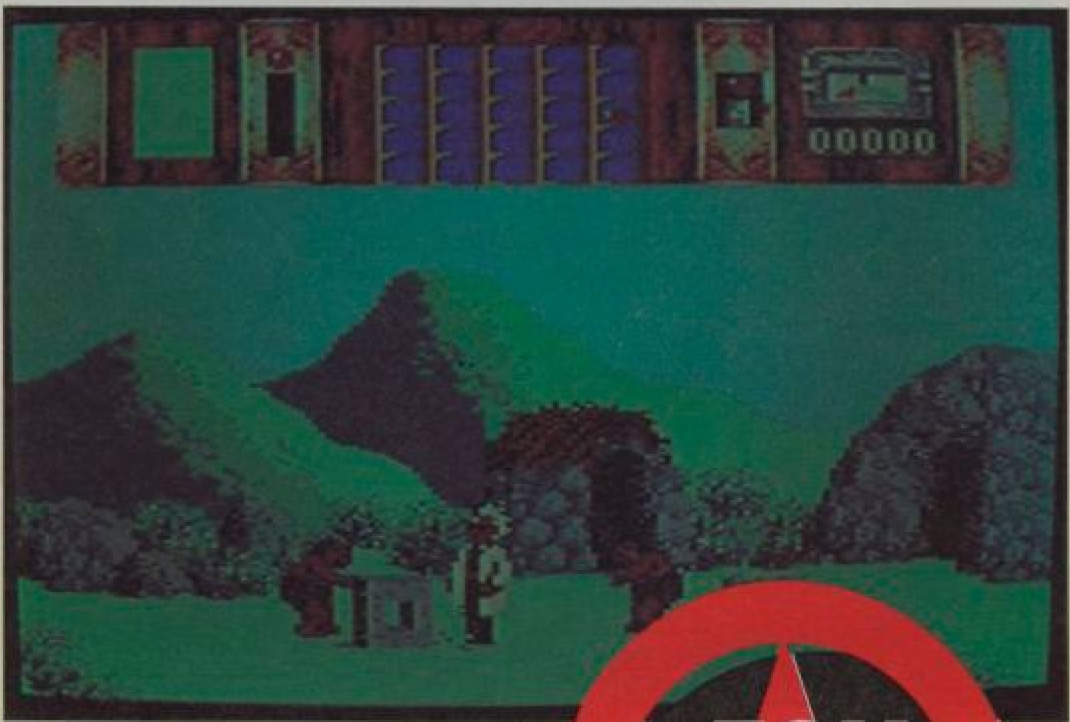


Wot, no DeLorean?

TIME MA



All this time-travelling is crucial because you could be in the Middle Ages when the Ice Ages stop heating up, threatening Man's evolution. So you must warp back and fix the problem before all the Zones collapse, sending you back to the start minus a life. You might also need some food which



grows in Prehistoric times, or need to change an object which will have an effect on a later level. Your energy is shown by a gauge on the right of the control panel: energy is drained by walking underwater (!), being hit by objects, such as falling icicles, and being hit by creatures — like yetis! To defend yourself, you're armed with a short-range zapper; initially it stuns a creature (useful if you want to pick it up), but prolonged fire might kill it.

It's been a long time since a game as imaginative as this. The game operates in such a smart way, eg planting a seed in Prehistoric Times then warping into the future and discovering a tree standing in its place. That's not to say this is another arcade game with frustratingly obscure puzzles. The solutions are far from obvious, but they all seem very logical and the novel time-travelling element makes it absolutely compulsive to play.

The ideas behind *Time Machine* are very inventive, making for a very devious game: it's akin to the *Back to the Future* movie only much more fun as it's *you* that's manipulating the time lines. Just when you think you're getting somewhere something happens in the distant past to make you lose all the time periods you've reached. It may well sound frustrating but it's great fun to merely experiment with the time zones and there's a lovely sense of humour about it all.

Stuart 'I've got time for everyone' Wynne

TGM STAR PLAYER

CHINE

ACTIVISION

GAME **TIME MACHINE**	
PRODUCER **ACTIVISION**	
VERSIONS	
AMIGA	£24.99
ATARI ST	£24.99
C64	£9.99/£14.99
SPECTRUM	£9.99
CPC	£9.99/£14.99

AMIGA 93%

Due to the way the game inter-relates it has to be a single load. Yet the Amiga's 25 screens pack in five distinctly different zones, all glowing with plenty of colour and imagination. The speech bubbles are fun, and the way the Ice Age chimps shiver, turn blue and then freeze is hilarious. The game has an excellent cartoon look which really adds to the entertainment value. I've only one reservation and that's whether *Time Machine* is really a 16-bit game, since little has been done to expand the game for the Amiga. Even so, it's great to play, and sounds as good as it looks.

C64 90%

The C64 game is incredible, cramming the same 25 screens into 64K. The quality of the Zones is so high you'd be convinced there had to be a multiload, but there isn't! This is a marvellous arcade adventure, great on the Amiga and incredible on the C64!



Lee Van Cleef lives on!

SHADOW WARRIORS

OCEAN

The ninja (or 'invisible assassins' as it translates) were, due to their dark clothing and natural stealth, the most feared clan in ancient Japan. *Shadow Warriors*, however, is set in modern day America, more specifically New York, where the only remaining Shadow Warrior (or Warriors, for there are two on the Amiga version) — a sub-group in the ninja network — practises his five secret ninjitsu powers to uphold law and order.

Unfortunately, an oriental demon has somehow (don't ask me to be specific, the inlay scenario's only seven lines long!)



gained the power of a great warrior. Being the sort of dangerous people that oriental demons are, the guy has not used his powers to help the starving in Ethiopia or help England win the World Cup, but has naughtily summoned a squad of ghoulish assassins to help him in his quest to take over the city, and then the country!

Of course, you can't just sit there, people are depending on you — not least your mother who would die of shock if she saw an oriental demon in her front garden. The time has come: either you defeat the evil demon or chaos will break loose.

The game is run over six areas of America. Starting in the grimy streets of New York, the Warrior/s soon encounter the demon's dirty work. Still, there's those five secret ninja powers that I mentioned earlier, so you can quickly dispose of the hockey mask-wearing tough guys, huge fatties with bokken sticks, chaps with planks of wood and even a Sumo wrestler at the end of the level — although Amiga owners be careful where you punch, as in two-player mode you can also damage your fellow player.

There are plenty of moves that a highly-trained Shadow Warrior can execute. For instance, try your luck with a Phoenix Backflip, Flying Neck Throw or Tightrope Technique. Although they don't look as good as they sound, they are all pretty effective.

After killing a bad guy, he'll explode and leave you with a handy weapon (a sword), extra lives, energy or points bonuses. All the action's against the clock so you can't spend ages accruing tons of armoury.

Once you get out of New York there are plenty of other more exotic places to go. How about a trip to Las Vegas, or a trek through the Grand Canyon? A change is a good as a rest — but a rest would be much safer in this game.

Beat-'em-up games have been around for eons. All arcade players should be used to the format by now, and it takes a pretty tough game to raise the interest of any computer owner. *Shadow Warriors* is just the sort of game to keep you quiet. It's tough — *very* tough. Anyone who doesn't get frustrated in the first half hour of play is kidding themselves. But don't be put off, the game certainly has content — six graphics-packed levels of it. Only the tough will survive. have you got what it takes?

Mark Caswell





GAME	SHADOW WARRIORS
PRODUCER	OCEAN
VERSIONS	
AMIGA	£24.99
ATARI ST	£19.99
C64	£9.99/£14.99
SPECTRUM	£9.99/£14.99
CPC	£9.99/£14.99

AMIGA 80%

Although on initial inspection the sprites seem good, they can only perform a small range of moves. To the game's credit the arcade intro sequence has been included and the backdrops on each level are impressive. Sound on the other hand is far from *arcade perfect — it's annoyingly* repetitive and adds little to the atmosphere. Two player action undoubtedly sets this version apart from the rest.

SPECTRUM 71%

Okay, the sprites are colourful and there's no colour clash but I think it would have probably been better in monochrome, with smoother animation and less blocky outlines. Sound is the usual crunch 'n' splat white noise, with a decent tune on the title screen.

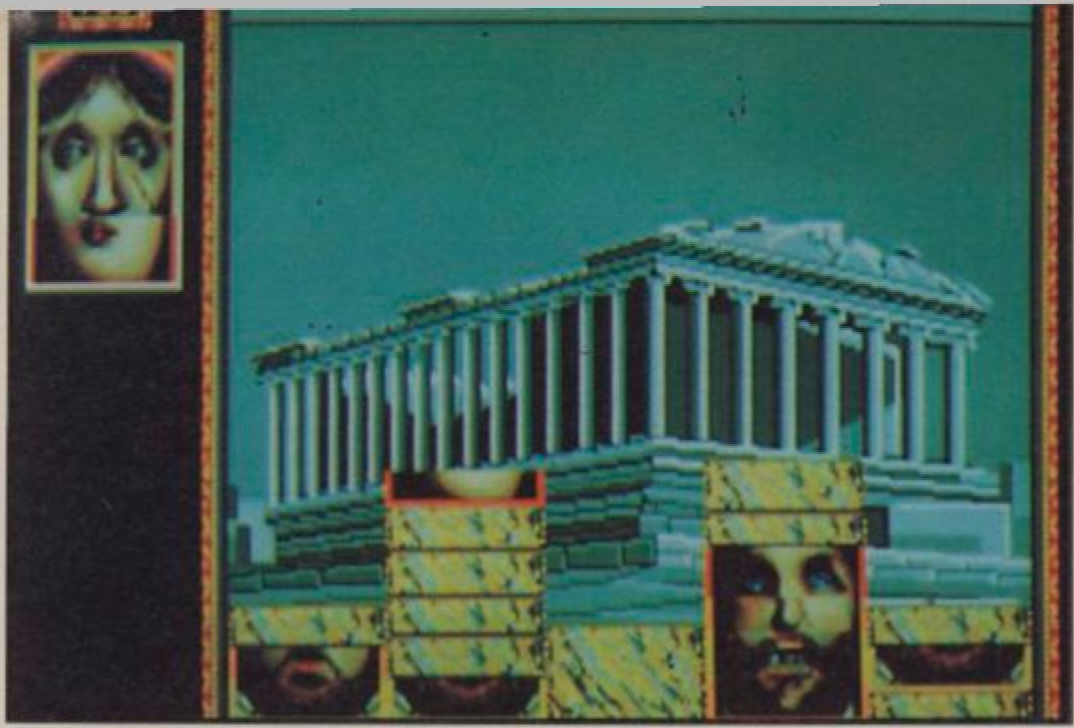
C64 77%

On the C64 the colour palette is muted, but better than the garish colours of the Speccy. Sprites are well defined, with the Shadow Warrior himself looking quite threatening. Sound is also pretty good with a decent rendition of the coin-op title tune and in game effects.

AMSTRAD 72%

Similar in most respects to the Spectrum version.





A face by any other game

FACES

SPECTRUM HOLOBYTE

GAME **FACES**
PRODUCER **SPECTRUM HOLOBYTE**
VERSIONS
IBM PC £TBA

IBM PC 78%

Tetris **was a phenomenon — or, put simply, a damn good game. The trouble with good games is that they spawn copies, sequels and the like. That** ***Faces*** **emanates from the company that released the original** ***Tetris*** **is rather more forgivable than if it appeared from somewhere else. Nevertheless, the fact remains that although** ***Faces*** **retains some gameplay, it never achieves the heady heights of** ***Tetris*****. After all, what can you do with a face? Not a lot.** ***Tetris*** **had an infinite variety of choices and decisions to make, bountiful shapes and rotations.** ***Faces*** **has a nose, a mouth... you get the idea. Although a novel approach, the lack of variety in** ***Faces*** **is largely due to the subject matter. Can we have the squares back, please — or how about a few triangles? Hey, there's an idea.** ***Tritris*****? Pass me the phone someone....**

Alexey Pajitnov: the man who has probably done more to promote Glasnost than any other Soviet. His creation, *Tetris*, has won him more friends, and awards, than he probably realises — not to mention putting the Soviet Union onto the computer gaming map.

You can read the review of the second in the ever-growing series of *Tetris* games, called *Welltris*, on page 42. How the third in the *Tetris* saga has followed so swiftly is anyone's guess but *Faces (Tris III)* is here and just dying to be swamped in puns — a temptation I will endeavour to resist.

The object to *Faces* is to assemble a variety of different faces — some famous and some monstrous (and some Thatcher, ie. both) — piece by piece from blocks falling from the top of the screen. Noses, chins, foreheads, eyes and mouths will drop, and can either be arranged to form a disfigured face (like Geronimo's forehead, Maggie's eyes, Einstein's nose, Bonaparte's mouth and Frankenstein's chin — ugh!) or, if you're proficient, arrange the block to represent a specific person (including the previous characters mentioned).

If a perfect face is completed, it will be deposited in a separate panel on the left-hand side of the screen, with a large amount of points being scored. If the complete face is a mixture of features you will still score some points, but blocked area (an area which holds segments placed out of order) below the face will be removed instead. The screen can hold up to five columns of `segments' or face pieces. When any of the columns fill up to the top of the screen the game ends — you really have to watch which column you place a segment on.

Two segments fall from the top of the screen at a time. As they fall you can swap their positions to quickly take advantage of a handily placed nose which is crying out to take this falling pair of eyes. Segments can be moved one column to the left or right as they fall. You can also flip the segment, such as a nose, with another nose.



There are ten levels of difficulty which represent different sets of characters. They include Faces from Art, Historical Faces, Scientists, Monsters, etc. To add a bit more variety you can temporarily replace a category of personalities with a set of your own. A set of graphics templates are provided so that you can dabble with different characters.

To define a new face, just load up your preferred paint program (*DPaint* etc) and load up the *Faces* template. Within eight different screen areas you can put in any face you wish, be it the girl next door, your pet cat, anything!

When you've finished you just use the Load Graphics option in *Faces* and, low and behold, a custom game of *Faces*!

Other options include an Advanced mode, which speed up the rate of descent of the segments. The difficulty increases, sure, but your score does too.

Finally, the multi-player options are well provided for in *Faces*. There's a tournament mode which allows ten players to fight it out in a sort of league. Then there is the head-to-head option which can be played via a null-modem (a serial cable or two modems hooked up to the player's computers). The difference in gameplay is noticeable. For example, in head-to-head, if you complete a face, half of the blocked segments below it will be automatically transferred to your opponent!

Paul Rigby

Just like that!

APPRENTI



It's a sad day when even a 400-year-old wizard's apprentice is considered too wet behind the ears to join the Magician's Guild.

Still, after a while, the hallowed brotherhood decided to give him a chance and set him a task to prove his worth.

To join the guild, the young (!) spellbinder, strangely *called* Apprentice too, must trek the high hills, travelling through six worlds, find a dragon named Fumo, and slay the big guy thus saving the land from further persecution.

The Guild's personal grievance against the dragon is that some time back he stole a few of their magical powers. Before disposing of the dragon, you must successfully recover the said magical elements to appease the Guildmaster and his cohorts.

The six areas of the dragon's domain are split into 32 levels, each of which can be Earth, Fire, Hell and Heaven. Of the 32 locations, only 16 are readily accessible; the other 16 must be reached by solving puzzles and opening locked doors.

Throughout the levels are the usual dragon helpers all bent on stopping you in your tracks (from evil wizards to broomsticks), and preferably finishing you off for good. To aid you in your quest, the Guild will occasionally send some items — weapons, power-ups, extra lives — to help you along. However, it's best not to rely on these and just kick in all the crates that are (strangely) lying around. Smashing these will hopefully reveal power-ups or coins.

Almost as common as crates are

TICE

RAINBOW ARTS

doors, most of which need keys to gain access. Some lead to other levels, whilst behind others you'll find princesses who are more than willing to exchange a weapon etc for all that cash you (should) have collected. Also trading en route are strange little shopkeepers selling extra bombs, balloons (for crossing chasms), little men (for exploring dark spooky places) and extra lives. More difficult to find are doors that lead to teleporters and others to oracles that may provide you with useful information.

GAME	**APPRENTICE**
PRODUCER	**RAINBOW ARTS**
VERSIONS	
AMIGA	£19.99
ATARI ST	£19.99
C64	£9.99/£14.99
SPECTRUM	£8.99/£12.99
CPC	£9.99/£14.99



AMIGA 90%

An atmospheric title tune leads into one of the cutest games around at the moment. The backdrops in each of the four location types are very detailed; Heaven and Hell in particular. The only thing visually wrong with *Apprentice* is that the main sprite doesn't look right or animate properly.

The game is tough, but attractive enough to keep you addicted. Although not up to the high standards of Rainbow Arts' *Turrican*, *Apprentice* does have a good deal of puzzles which give it the long term appeal that the former game may have lacked. *Apprentice* is a classy creation that wouldn't look out of place on your software shelf.

Mark Caswell




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GAME	ESWAT
PRODUCER	SEGA
VERSIONS	
GENESIS	£29.99

GENESIS 80%

With colourful, well-defined sprites and a bucketful of tunes, sound fx and speech, *ESWAT* is one heck of a game. The *RoboCop*-esque intro sequence is particularly good, and sets graphical standards that are paralleled throughout the game. The obligatory Sounds Test option is also available, much to the annoyance of everyone else around you when the computer keeps saying 'EEEESWAT' *in a gruff American accent.*

He's what??

ESWAT

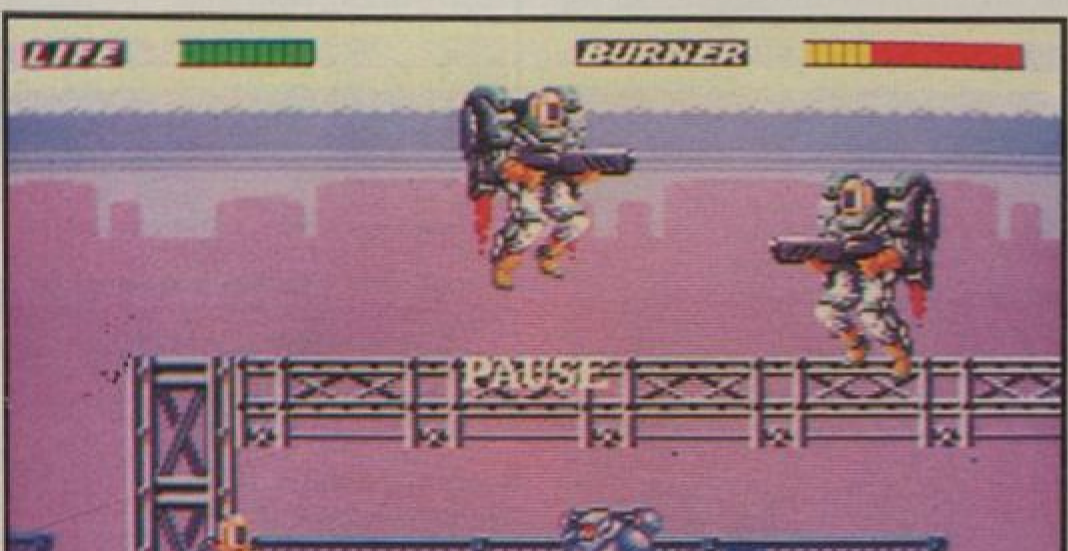
SEGA

You've seen *RoboCop* — pah! Meet *ESWAT*: the Enhanced Special Weapons And Tactics branch of your local police station. But do these guys roam the streets in their powerful Individual Combat Equipment (known as ICE) just hoping that some guy is going to jaywalk so they can blow his head off, oh no, they're only called in emergencies.

Talking of which (as luck would have), plans have just been smuggled out of EYE — one of the world's biggest terrorist organisations — revealing their intentions to take over the world. ESWAT must be notified.

The law-enforcers' (you can choose to take one, three or five men with you) mission is divided into six trouble areas — viewed side-on. The first two areas are pretty easy to complete — in fact you don't even need to wear your ICE, just your 9mm pistol. But when the special equipment does arrive you won't turn it down. It's from level three onwards that EYE start throwing in the tough guys by the dozen — after all, they don't want any nosey coppers foiling their plans.





Scattered around the place are various weapons and power-ups dropped by baddies. Some serious damage can be done with the likes of homing missiles, plasma cannons and awesome flamethrowers.

Although packed with action, the game does lack a Continue Play option — a cardinal sin for an arcade game on a console. The game gets very tough after level three, and, personally, I didn't have the time or patience to keep playing through the first two levels again once I'd died.

Mark Caswell

SHORTS

THUNDER STRIKE
Millennium ■ Atari ST ■ £19.99
Originally reviewed: TGM032.

TGM STAR PLAYER

A wimpy version of *Toccata and Fugue in D Minor* leads into the game, further introduced by text and a female TV presenter. Although she's well formed (fnarr!!), she, like the control panels, has few colours. Arenas and craft are sharply formed with realistic perspective and stipple shading. The shading can be switched off to increase speed slightly but the merging of craft sections and changing colours that results is so offputting that it's not worth it. Besides, even with shading, 3-D movement's pretty smooth and fast, TV-like tracking shots particularly good. Effects are weak but gameplay's fast, furious and fun.

WL

Machine update: 89%

P47 THUNDERBOLT
Firebird ■ IBM PC ■ £24.99
Originally reviewing: TGM031.

Tally-ho chaps! More barn-storming WWII action. This CGA version is more user-friendly than most programs in that you can choose an alternative to the cyan and purple colour scheme usually used, green and dark pink (a debatable improvement). Graphics are small but quite detailed and are similar to those in the coin-op. Scrolling and plane movement's reasonably smooth and speedy, and the frame rate can be adjusted to trade-off one against the other. Sound effects are weak and keyboard control's awkward (even after defining keys) but *P47*'s still a jolly little shoot-'em-up.

WL

Machine update: 78%

LAST NINJA II
System 3 ■ IBM PC ■ £24.99
Originally reviewed: TGM014

Very similar to the other 16-bit versions (reviewed last issue), which in turn were disappointingly similar to the C64 original. Backgrounds and sprites are bold and colourful but a bit blocky. Animation's reasonable but it's amazing how much movement slows down when there's more than just the Last Ninja on screen. Sound's a few reasonable effects but control is awkward, particularly with keyboard, and gameplay's knocking on a bit now.

WL

Machine update: 73%

HOYLE'S BOOK OF GAMES
Sierra On-Line ■ Atari ST ■ £24.99

Think you've just about mastered Snap, Happy Families and Pontoon? Won every last penny from your granny? Well it's about time you progressed in the card game stakes. After choosing three computer opponents from a selection of 18 (nine 'serious', nine 'not-so serious'), you can compete against them in a game of Gin Rummy, Crazy Eights, Old Maid, Cribbage or Hearts. Alternatively, if you're utterly unsociable, you can have a game of Solitaire. Different elements of game speed can be altered, and sound and conversation (text from computer players switched off).

Cards are clearly drawn, with a variety of colourful designs on the back, and player faces are pleasantly, if simply, drawn and animated. Sounds are few but there are some passable jingles for each character.

How many computer game fans do you know that are into card games? Very, very few, I would suspect. Still, if you're one of them you couldn't do better than *Hoyle's*. Its 18 opponents vary in skill, both generally and at particular games, so with knowledge of them it's possible to make games as easy, difficult or balanced as you wish.

If you leave the game to its own devices, the characters begin to chat away to each other in speech bubbles; it's surprising how much they have to say on different topics. Personally, I found their thoughts more interesting than the card games themselves but that's a matter of personal opinion.

WL

Machine rating: 69%

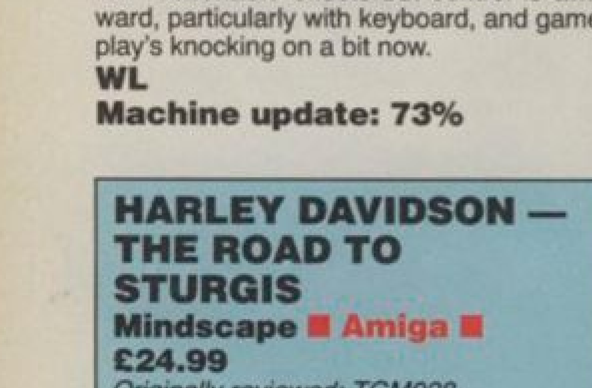


HARLEY DAVIDSON — THE ROAD TO STURGIS
Mindscape ■ Amiga ■ £24.99
Originally reviewed: TGM028.

The game kicks off well enough, with a ZZ Top sounding intro tune, but after only several hours' play did I reach Sturgis and got duly dubbed 'Ultimate Bike God'. Although not functionally better than the PC version, the Amiga graphics are more colourful and better defined. Despite some improvements, *Harley Davidson — The Road To Sturgis* still lacks long term interest.

MC

Machine update: 67%



RC GRAND PRIX
Virgin Mastertronic ■ Sega ■ £24.99

It's always a laugh taking your remote-controlled buggy down the park, scaring grannies, driving dogs mad, your batteries running out in 20 minutes flat, just as your buggy's travelling full pelt toward the pond... The RC in *RC Grand Prix* stands for remote-control, obviously enough, and you and three other buggies compete in races around ten different tracks. Up to four human players can sign up but they can't race at the same time. To get through to the next race, you have to complete the circuits within the time limit *and* in the top three. Prize money is spent in a shop to update tires, engine and so on.

Tracks and tracksides are short on colour and detail but move well. Buggy sprites are neatly designed and effects are conventional Sega bleeps and drones. On intermission screens, trophies and shopkeepers are very well drawn.

RC Grand Prix is the Sega version of Rare's *RC Pro-Am* on the Nintendo, a classic race game that won TGM's first ever Star Player when our awards were introduced in issue 14. Things have progressed in 20 months and *Grand Prix* doesn't play as smoothly as *Pro-Am* anyway. However, it's still fairly addictive and one of the better 8-bit Sega games around so is well worth considering.

WL

Machine rating: 79%

RASTAN SAGA II
Taito ■ PC Engine ■ £29.99

It's not easy being a barbarian. What with rescuing damsels, slaying dragons, foiling dastardly barons and warding off horrific spooks with mystical amulets, let alone eating the odd raw cow or two (or Newsfield ad person) as a snack between meals, it's damn tough. Thus the hero of this tale has hit the bottle, alcohol the only way for him to cope, hence his nickname, Gingin.

Another way for him to relax is to go on nice brisk walk but in this case it hasn't helped his disposition: he's beset by undead skeletons, semi-humanoid snakes, trolls and nastier things besides. Walking purposefully rightward, hacking and slaying is the name of the game (well, it's *Rastan Saga II*, actually), first with a standard blade then with collectable broadsword and Wolverine claws.

Sprites are big and well designed but on the blocky side and poorly animated, Gingin poking his sword unenthusiastically at monsters. Backgrounds are badly drawn and coloured. The original *Rastan Saga* was jolly jump, swing and slash action when it appeared, but that was long ago. *Rastan Saga II* has virtually identical gameplay and mediocre aesthetics so certainly won't set the world on fire now.

WL
Machine rating: 61%

FLOOD
Electronic Arts ■ Atari ST ■ £19.99

Originally reviewed: TGM033.
Quiffy is still in trouble, perhaps he had better call a plumber. As with the Amiga game, this version contains silly jingles, a good title tune and colourful, nicely defined sprites. The running water effect is still rubbish, though. A decent little platform game.

MC
Machine update: 80%



SUPER STAR SOLDIER
Kaneco ■ PC Engine ■ £29.99

You are Super Brain, seven times winner of Universal Mastermind, able to solve a Times crossword in three minutes flat and can open a milk carton without making a mess of it. You pilot the equally humbly named Star Soldier Mk II spaceship through eight vertically scrolling levels blasting various craft into dust and doing your best not to have the same done to you by the fat end-of-level guardians. Trusty icons can be picked up to gain the fancy weaponry near-essential for destroying these powerful adversaries.

Backgrounds are disappointingly repetitive, short of detail and with limited colour range. Sprites are bright but unimaginative, as are effects and in-game music, although the theme tune's a great dramatic piece, as if from a sci-fi cartoon.

GunHed is regarded by many as the definitive Engine shoot-'em-up; personally, I think its overrated. Hudson Soft have obviously made plenty of money from it because *Super Star Soldier* is another variant on *GunHed*, and won't be the last. Perhaps unfortunately — there's nothing new in terms of graphics or gameplay. If an average shoot-'em-up is what you want, that's all you'll get.

WL Machine rating: 66%

PSYCHO SOCCER
LocoSoft ■ Spectrum ■ £8.99/£12.99
Originally reviewed: TGM030.

Graphics are in green and black monochrome but have been carefully designed, highly detailed and realistically animated. The pitch scrolls smoothly and quickly in all directions and although there aren't many of them, sound effects are quite realistic. An excellent conversion of the Amiga original, recreates all the playability of combined football and mindless violence. A definite purchase — if you can get hold of it!

WL
Machine update: 90%

VENDETTA
System 3 ■ Amstrad ■ £9.99/£14.99
Originally reviewed: TGM028.

Tum-tee tum-tum, diddley— Huh? I thought it was the CPC I loaded this up on. Oh, it *is*. But System 3 in their infinite 'wisdom' have ported it straight across from the Spectrum, ignoring the Amstrad's superior colour capabilities in favour of Marvellous Monochrome. Still, there's plenty of detail packed in, animation's good and the challenging, puzzling gameplay's all there. Shame about the sparse sound effects, though.

WL
Machine update: 78%

GALAXY FORCE II
Activision ■ C64 ■ £9.99/£14.99

Originally reviewed: TGM026.
A pleasant Martin Walker tune kicks off a very disappointing version of my favourite hydraulic arcade coin op. Graphics are very untidy; large blobby, garishly-coloured sprites hobble pathetically around the screen. Avoid.

MC
Machine update: 35%

WEB OF TERROR
Impressions ■ Atari ST ■ £19.99

You can trust pilots these days, they all think they're Chuck Yeager or Tom Cruise — and if you're really unlucky, Gary Numan. One such prat, er, pilot was at the helm of passenger spacecruiser Lysteria when it got caught in a giant spaceweb. The Lysteria disabled and the passengers stuck on the web's lines. You, Rock Bimhead, come to the rescue. Travelling along the lines in a shuttle craft, you must gather passengers before they're cocooned and eaten by huge spiders. Silver and gold missiles are used to fend them off and teleporters to beam the passengers to safety.

Graphics are small and lack detail. Few colours are used and web graphics are repetitive, whereas movement is juddery and awkward. Music and effects are plain ST.

With a name like *Web Of Terror*, Impressions' latest sounds like a Fifties B-movie. It *looks and plays* like the computer game equivalent of one, too. Old-fashioned, tiresome, tacky, it's not the sort of thing you'd like to pay money for. Flush a few spiders down your bath's plughole and you'll have more fun.

WL
Machine rating: 36%



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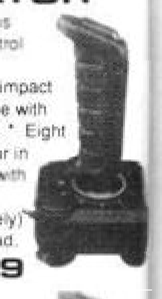
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TUSKER
System 3 ■ Amiga ■ £24.99

Originally reviewed: TGM023.

The graphics are good, but not particularly stunning, though the puzzle element is strong and plenty of practice will be needed to find the elusive graveyard. Watch out for the nasty creatures though, they ain't going to let you wander off with all that ivory without a fight. Like most System 3 products, it's suited to 8-bit rather than 16-bit machines.

MC

Machine update: 65%



SORCEROR'S APPRENTICE
Actual Screenshots ■ Amiga ■ £19.95

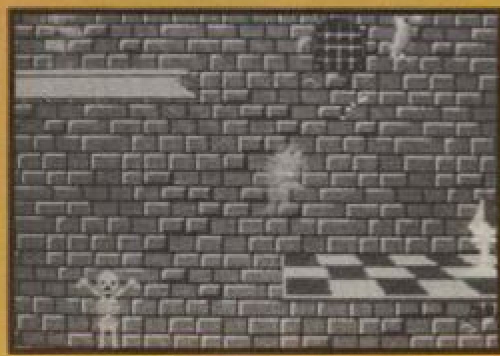
The magical, mythical land you live in is in big trouble, all its castles have been invaded by demons, ghouls and the undead. The king has set you (a sorcerer's apprentice, presumably) the task of eliminating them. Each castle has a number of platforms spread about its multi-directional scrolling area and you have a levitation spell with which to fly around it. Obviously, you also have a zap spell to kill nasties, most important of which are the orb-carrying zombies. Eight orbs have to be gathered and fired at a crystal, not necessarily all at once, to complete castles.

Scrolling's smooth and platforms shift cleverly in 3-D perspective. Backgrounds are adequate but only change in colour, not design. Sprites are rather crude and old-fashioned, as are effects.

The graphics and scenario for *Sorceror's Apprentice* (note the incorrect spelling of sorcerer! — Ed) are deceptive. It initially appears to be platform blaster similar to *Ghosts 'n' Goblins* but in fact is much more of an out-and-out shoot-'em-up, in the *Stargate/Dropzone* vein. Returning to the crystal to fire orbs at it is similar to dropping off scientists in Archer Maclean's *Dropzone* but, although it's playable, it's not in the same league as that classic. However, *Sorceror's Apprentice* still has plenty of good, old-fashioned, no-nonsense hectic blasting.

WL

Machine rating: 78%



OPERATION WOLF
Virgin Mastertronic ■ Master System ■ £29.99

Originally reviewed: TGM013.

TGM STAR PLAYER

Unlike the Sega version of *Chase HQ* (also reviewed this issue), Taito's *Operation Wolf* is very playable. If you haven't got a lightgun yet, this will sure push you into getting one. It's probably more suited to the Sega — and its lightgun — than any other machine. Buy it!

MC

Machine update: 90%

YOLANDA
Millennium ■ Amiga ■ £19.99

Originally reviewed: TGM033.

Revenge of the ridiculously difficult platform game! It's very similar to the ST version, few colours in both the small sprites and repetitive backgrounds and platforms. Ineptly composed title music uses weak sounds and in-game effects are very few. The digitised scream is quite amusing — just as well as you hear it between one-and-a-half and five seconds after starting a level. Unless you've got the dexterity of Uri Geller and the patience of several saints, avoid.

WL

Machine update: 27%



KICK OFF 2
Anco ■ Atari ST ■ £19.95 (£24.95 with World Cup '90)

Originally reviewed: TGM033.

The classic footie game is back, bigger and better than ever. Different pitches, variable wind, customised kits, substitutions, action replays saveable to disk, a whopping 25 data disks planned... Yep, there are plenty of options here to supplement the sheer playability of the matches themselves.

Sprites are the same as in the Amiga version, small, well animated and fast moving. However, the pitch's markings aren't as clear, the goals are just a few lines rather than a proper graphic, there's no stadium around the pitch and whatever pitch you choose it's always the same two-tone green stripes. Sampled crowd and kick sounds aren't as clear as on the Amiga, but the basic game as a whole stands up very well.

WL

Machine update: 90%

KICK OFF 2
Anco ■ C64 ■ £9.95/£14.95

Originally reviewed: TGM033.

There are fewer options than on the 16-bit versions, menus are very blandly presented and tape loading's pretty cumbersome. Scrolling is poor, with the badly shaded pitch just about holding up. Sprites are small and vague, so much so it's difficult to gauge the quality (or otherwise) of the animation. The scanner's useless — it's permanently a titchy little thing in the top left, player markers either missin, huddled together or hiding in the pitch markings. Sound effects are just thwacks and bounces but the characteristic *Kick Off* free-running ball means this has more playability than most C64 football games.

WL

Machine update: 74%

TGM STAR PLAYER



ALIEN INVASION
Alien Images
■ Archimedes ■ £19.99

I remember the old days, when tiny software houses produced unofficial conversions of the classic coin-ops and thinly disguised with a tacky name that gave you *just* enough of an idea of what game it copied, er, mimicked. Yes, *Alien Invasion* is a hark back to those days and yes, it's a *Space Invaders* clone. To bring it into the Nineties (hah!) sprites and invader groupings can be customised.

Half the idea *is* to design your own version but there should be something passable there already. This isn't the case with *Alien Invasion*. To call the predesigned sprites crude is being very kind — they'd be scorned in a five-year-old 8-bit game — and animation's simplistic. The background (a planet) is very scruffily drawn but sound effects are reasonable.

Although the default graphics are highly tacky, a bigger problem still is that the gameplay's just as bad. There are pick-ups to expand the left, right, shoot action but it's just so darn dull and hideously outdated that they don't help. One of the worst Archimedes programs ever.

WL
Machine rating: 19%

BLOCK OUT
Rainbow Arts
■ IBM PC ■
£24.99

TGM STAR PLAYER

It's been around for a few years now so why all the sudden interest in *Tetris*? Its two official sequels are reviewed in the main section of this issue while *Block Out* is another variation of the theme. It most closely resembles *Welltris* so if you haven't read the review do so *now*... Right, basically *Block Out*'s the same except the shapes that fall down the well/pit are constructed from between one and five cubes, rather than flat squares, and the aim is to create entire layers rather than just lines. The shapes can be rotated around their x, y and z axes and you can play with a basic set of seven shapes or the full range of 41. The skill level and dimensions of the pit can be altered.

The pit itself is rather dreary but the wireframe shapes move and rotate with remarkable speed and smoothness, and provide a pleasingly colourful display as they're filled in when they come to rest. There are rare, droning sound effects.

It *could* be said that *Welltris* adds a new dimension to the *Tetris* game concept; *Block Out* definitely does. It's difficult to get used to, because of all the controls — *16* keys in all, though you don't have to use all of them — and it's often not clear which level a particular cube lies at. With practice, however, it becomes almost second nature although, with the great range of options, never easy, always challenging. If you're in the market for a *Tetris*-style game you're in for a tough choice, but at the moment *Block Out* is the one for PC owners to go for.

WL
Machine rating: 88%

VEIGUES — TACTICAL GLADIATOR
Victor ■ PC Engine ■
£29.99

I wouldn't like to guess at Veigues origin (I don't even know how to pronounce its name) but it's a huge, semi-intelligent battle robot, similar to those in the *Battletech* role-playing game. Rolling relentlessly through horizontally scrolling levels, *Veigues* destroys on-coming robots of various types with a rapid-fire gun and zzap-punch arm and attempts evasion with high leaps. In-between levels (after defeating a particularly large robot, of course) the gun and punch can be upgraded.

The Veigues sprite is excellent, very well drawn with a highly convincing mechanical look and movements. Others sprites are nearer the mediocre, and backgrounds are bland and a little blocky, although the four-layer parallax scrolling's good. Music and FX are above average, some great tom tom sounds used.

Unlike most Engine games where you're on foot, you can't take *Veigues* at your own pace; the formidable-looking mechanoid steamrollers forever forward. It's because of this that opponents are difficult to avoid. You really have to manoeuvre so as to collide with as few of them as possible because avoiding them outright is impossible. This makes the game disheartening, despite the power of *Veigues*; you don't have full control over when you'll die. A good idea and great leading sprite wasted on a weak game.

WL
Machine rating: 67%

HEATSEEKER
Thalamus ■ C64 ■
£9.99/£14.99

How many games have you played where you control a mechanical leg, in a blue boot, that has a cup where its thigh should be, and throws a basketball around? Exactly zero, I would guess, but *Heatseeker* is where that changes. To get to the next level, you simply have to gather enough energy to leave the one your on. Energy can be gained by destroying creatures — frogs, tortoises, caterpillars, ants — by kicking the ball at them, or by leading the ball into burning plants, then returning it to the leg. The ball can be controlled completely independently and the leg teleported to it.

The main sprite looks and moves very well, and the ball's actions on the status panel are pretty fancy. However, backgrounds and other sprites are weak, few colours and little detail; they'd have been pretty ordinary in 1985. Sound effects are equally outmoded.

Okay, so *Heatseeker* has got one of the weirdest player sprites of all time, but so what? *Arac*, its prequel, was interesting but hardly exciting, and several years on something that is equally unusual and original is not necessarily better or as good to play. *Heatseeker* is a very relaxed, laid-back game and this is not the sort of thing today's sophisticated, action-crazy public want to play.

WL
Machine rating: 56%

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
Domark ■ C64 ■ £9.99/£14.99
Originally reviewed: TGM031.

A very well drawn title screen and strangely soothing music lead into the game. Sprites are small, blocky collections of pixels but are well animated. Backgrounds are detailed but monochrome, in-game music's okay. C64 *Escape* lacks some of the features of the coin-op and 16-bit versions but retains most of the playability.

WL
Machine update: 74%



AIR ATTACK '44
Sega ■ Genesis ■ £29.99

'Tally ho chaps, zero bravo, bandits at three o'clock' etc etc. It's dogfight time, vertically scrolling levels throwing waves of tanks and ships at your humble single-prop aircraft. However, at your disposal are smart bombs, which release a wide-radius fire burst, and squadron calls, which arrange six drone aircraft around your own, although they can be shot down and soon desert you anyway.

Graphics are highly old-fashioned, few colours in the slightly detailed, repetitive backdrops. Sprites are more carefully defined but generally things are very 1985 arcade defined. Other than lively explosions, effects are pretty flat but music great, going from patriotric to funky as the game begins.

This is all very *1942/43* but of course, in real terms, replace many vertical scrolling game's sprites with old-fashioned airplanes and tanks and you get a similar game. By default, this means that it's an outdated game in both appearance and gameplay and although this can be put up with (just) when you spend 20 quid on a 16-bit computer game, it's not good enough for a cartridge on a 16-bit console. A very unambitious, disappointing Genesis game.

WL
Machine rating: 60%

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GHOSTBUSTERS
Sega ■ Genesis ■ £34.95

An invisible man sleeping in your bed? Who ya gonna call? A psychiatrist. Er, make that Ghostbusters. The Genesis (Mega Drive) version isn't the simple drive-and-trap affair of the now ancient Activision version. You first select the character you wish to control, Peter, Ray or Egon, who have different speeds and shot strength. An uneventful journey leads to the destination of your choice, a haunted house of some sort filled with platforms to run and jump around on. An ion beam and limited supply of grenades are used to kill spooks, more firepower needed for major ghosties, and others sucked into traps. As ghosts are busted, money is earnt which may be spent on more effective weapons and devices.

The 'Buster sprites are excellent, very well animated dwarves with faces that look very similar to their silver screen equivalents. Other sprites vary in quality, one of the best being the ice monster, whose component parts move brilliantly as it swings. Backgrounds are naff, using few colours, ineffective stipple shading and frequently repeating themselves. Sound effects are good and varied but music's standard Japanese console rather than spooky stuff.

Ghostbusters doesn't really capture the spirit of the film, generally just being the usual platform blaster with equipment shops but graphics altered to fit the scenario. This isn't *too* disappointing because gameplay is faster paced and more amusing than the norm, even if it doesn't *really* seem like busting ghosts. One of the better Genesis platform games so worth a look.

WL

Machine rating: 78%

CHASE HQ
Virgin/Mastertronic ■ Master System ■ £29.99

Originally reviewed: TGM025.

With a few months to go before Ocean release *Special Criminal Investigations*, the Sega Master System version of Taito's *Chase HQ* arrives not with a bang, but rather a whimper. The graphics are simplistic, with blocky car sprites and very little in the way of roadside detail. Movement is fast, but is far too easy. By purchasing parts like a super charger, bumper and extra turbo, villains can easily be caught. A disappointing release.

MC

Machine update: 55%

NEUROMANCER
Electronic Arts ■ Amiga ■ £24.95

Originally reviewed: TGM015.

It's 2085 and you're in Chiba City, Japan, a technologically advanced yet oppressive place. Severely ruled and racked with poverty, people are forced to sell their body parts for cheap replacements just to afford to stay alive. Most people have access to database networks but only giant corporations and government organisations use the mysterious cyberspace. *Officially*, that is.

You're one of the people who wishes to use cyberspace illegally and free Chiba from the corruption breeding within it. Buying hardware and software, avoiding lawbots, failing and facing compujudges etc, the game is played with mouse, pointer and icons.

The status area and many of the backdrops are drawn in a few shades of grey, weakly shaded and generally dull to look at. Sprites aren't much better and although they add some colour to the proceedings, animation's slow and unrealistic. Title music's pretty naff and sound effects... what sound effects?! Nevertheless, although fairly old fashioned, *Neuromancer* is an unusual and entertaining graphic adventure whose gameplay overcomes any aesthetic weaknesses.

WL

Machine update: 78%



TENNIS CUP
Loriciels ■ Atari ST ■ £19.99

Originally reviewed: TGM031.

Very similar to the Amiga original: great animation and use of colour, if anything there's greater detail in the ST's graphics. The sound quality on the atmospheric title music is a little noisy but is intact from the Amiga, and in the game there are proper tennis samples and a French-accented voice calling out the scores — a considerable improvement over the Amiga's plain effects. For best ST tennis game, it's a close run thing between this and *International 3-D Tennis*.

WL

Machine rating: 85%



NINJA SPIRIT
Irem ■ PC Engine ■ £29.99

TGM STAR PLAYER

Originally reviewed: TGM031

Ninja Spirit suits the PC Engine down to the ground. All the action is arcade perfect, and the difficulty is pushed right up. More playable than any other version — even the C64 one.

MC

Machine update: 90%



HOSTAGES
Superior Software ■ Archimedes ■ £19.95

Originally reviewed: TGM013

Unsurprisingly, this SAS-style game has taken its time to reach the Archie. Disappointingly, it's very similar to the ST original. The intro screens are well drawn, plenty of colours and detail, but sprites are mediocre in definition and animation. Backgrounds are weak, very few colours and little detail. Dramatic music and sampled speech/effects are atmospheric so it's a shame the graphics and gameplay don't match them.

WL Machine update: 67%

SUPERIOR GOLF
Superior Software
■ Archimedes ■ £19.95

If you've just come back from your summer hols and have fond memories of consistently thrashing your family at Crazy Golf and Pitch 'n' Putt, or bad ones of always taking twice as many shots as everyone else, here's where to continue your glorious reign or prevent further humiliating defeats. Between one and four players can tackle St Andrews, The Belfry, Victoria and Sea Palms courses at one of three skill levels. A cursor aims the shot and two graphs set the power and hook/slice of the shot. A construction kit is included where parts of a hole (fairway, rough, water etc) are marked out with lines then filled (like an art utility), and courses are made by choosing a number of holes.

Scenery has no detail, it's just areas of colour, but it clearly shows each hole's composition. Horizon graphics are simplistic, even childish, and probably would've been best left out. The golfer is a vague, poorly animated dwarf sprite that looks like it's escaped from a console game. The ball pays little heed to the laws of momentum and sometimes bounces like a ping pong ball on lino but sound effects are realistic.

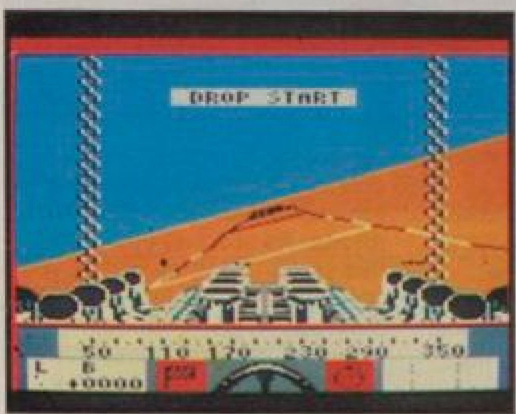
Well well well. The Carver brothers really should've copyrighted their power/snap indicator when they produced the classic *Leaderboard*, because *Superior Golf* is yet *another* game that uses a variation upon it — it's a trend that's been running through computer golf games for years. Although graphically weak, *Superior Golf* is fairly playable, most enjoyable with a few friends but still entertaining on your own, trying to hack a few shots of your round. With the easy-to-use construction kit, *Superior Golf* is the obvious choice for Archimedes owners who want to play a round.

WL
Machine rating: 80%

STUNT CAR RACER
MicroStyle ■ Amstrad ■ £9.99/£14.99
Originally reviewed: TGM024

There's not much shading on the sides of the highly banked tracks and the ground's the same colour so it can be difficult to see what's what. Colour's a bit gaudy but, although it's quite jerky, 3-D movement's fast and effective. The opposing car is a wimpy, toy-like, transparent wireframe affair but the engine noise is very good. Gameplay's exciting, hair-raising and addictive: get it.

WL
Machine rating: 90%



THUNDER STRIKE
Millennium ■ Amiga ■ £24.99
Originally reviewed: TGM032.

Very similar to the ST version. A few more colours in the presenter and panels but otherwise definition is identical. Movement is slower, with resultant loss of gameplay, and effects are just as basic.

WL
Machine update: 85%

TGM STAR PLAYER



STARBLADE
Silmarils ■ Amiga ■ £24.99

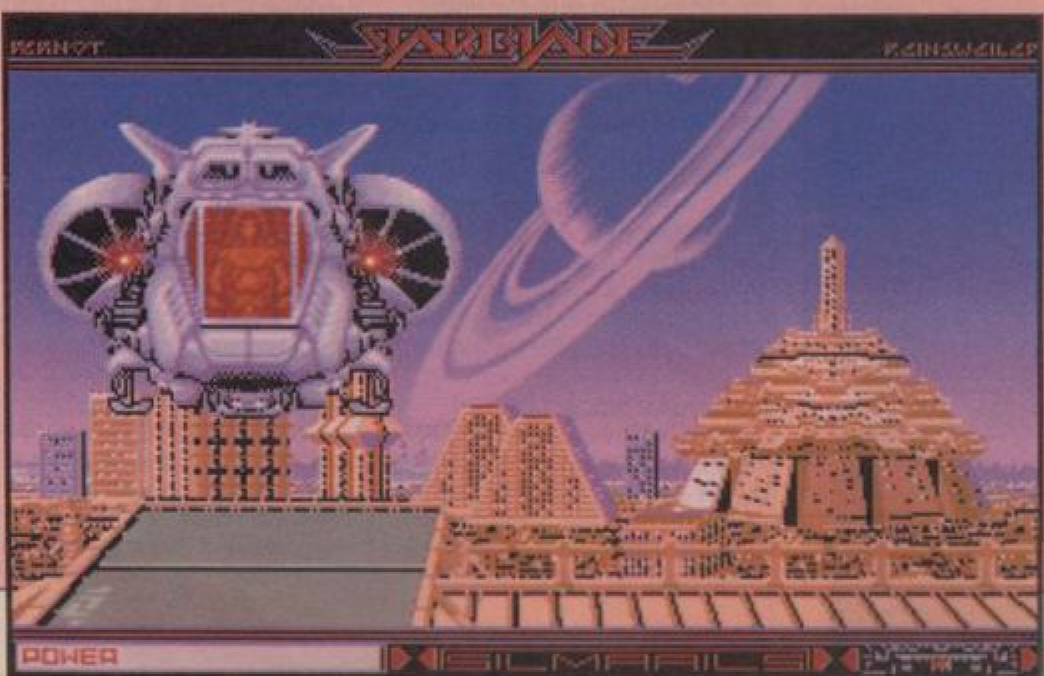
The leader of the rebellion has been killed by an agent of the nasty galactic authorities. To strike back, you, aboard the Starblade spaceship, must follow in his footsteps and go on an assassination mission to kill *their* leader.

The Starblade has many systems and these take the form of five menus. Status (of weaponry, engines and circuitry), magnetic card reading, distress signal transmission, planetary info, hyperspace travel, battle station and game save/load are all accessible from the menus. On planets, you walk left and right, fight adversaries with laser sword or pistol and meet aliens that you can trade objects with.

Sprites are neat, well-drawn — the player sprite is particularly good — but animation's a bit jerky. Backgrounds are nicely done, some quite atmospherically, but are repetitive and use few colours. Sound effects are pretty dull.

Starblade tries hard to be something special but never gets there. Wandering around the ship, using the various menus and finding things, it seems a very full, in-depth game. But the main part of the game takes place on planets, and those sections are very weak. Walk left and right, engage in tedious combat and trade a few items; repetitive and unexciting, which describes the game as a whole.

WL
Machine rating: 68%



VENDET

Punch, kick and shoot your way to the end of System 3's Vendetta with this essential player's guide.

General tips

The best weapons are obviously the guns but do keep an eye on ammunition levels. There's more than enough ammunition around but it tends to be used up rather quickly if you get trigger happy.
Don't worry too much about the timer, these tips should get you through in more than enough time.

Level One: The Dockland Warehouse

On the first level you're given a fairly easy ride with all objects on each screen highlighted by a flashing cross. This only features on level one to get you started. After this level you have to use the map to find them.

As soon as you start, draw your knife and kill the guard on the first screen, go to the flashing cross and pick up the wire cutters. Next, kick down the door and enter the room with the guns. Again, kill the guard then go to the flashing cross and get the grenades (you can collect a maximum of three). Now go to where the next cross flashed and pick up the Kalashnikov AK-47. Go to the position where the final cross flashed and pick up the ammunition.

Leave the room and kill the guard with your gun, then go to the next screen and kill the terrorist. Continue on to the next and bump off the other bad guy. Change to fists and go up the ladder and kick in the door, change to gun before going in. Now shoot the terrorist inside and swap back to fists again to pick up the red videotape, the map and the floppy disk.

Go through the next door, make sure your gun is loaded, and kill the terrorist. Pick up the blue videotape (by the table with the phone on it) and then the computer code book (by the filing cabinets). Activate the code book with your camera and go to the computer to bring up the computer pass code (it should be an eight digit binary code). Now activate the floppy disk on the computer and enter the pass code to receive the F-40 weapons arming card.
From here go to the next room, kill the man and pick up the Uzi. Progress to the next room, kill the terrorist and get the Uzi ammo and the car keys. Go to the VCR and put each videotape in turn into the VCR (the false tape will show the System 3 logo, the real tape will show the daughter's face and serves as evidence for the police). Enter the next room, kill the terrorist and pick up the necklace by the mattress. Now return the way you came, killing all in your path.

Once outside the warehouse, climb down the ladder



(swapping to gun as you go down), kill the terrorist and enter the final screen where the F-40 awaits. As soon as you enter this screen head as fast as you can for the final guard and kill him (you've got to be quick). Now rest to recover lost energy and pick up the body armour. Climb into the F-40 to finish the level.

Driving Sections: Levels 2/4/6

■ All the driving levels are essentially the same and use the same tactics. To make your life easier it's a good idea to have a friend activate the keyboard controls (missiles etc) while you concentrate on the driving.
■ Keep as central to the road as possible as it is very easy to lose control. On the bends, pull back and left or right to avoid skidding.
■ Use the turbo after forks in the road and on the straights (following a lot of bends).
■ Keep the ground guns on for most of the section as the helicopters are less frequent than the cars and don't drain your energy or slow you down so much. The gunships come in groups of two or three so remember to keep your missiles switched on after you've destroyed the first one.
■ Hitting other vehicles slows you down (this is another reason for having ground guns on for much of the time).
■ There's a tendency for tight bends to appear just after hills so go easy on the accelerator. If you do start to spin off the road, decelerate as quickly possible as you stand more chance of regaining control.
■ Constant use of the turbo keeps the police lagging behind but if they do catch up with you, make sure you have all the evidence from each level otherwise it's curtains.



Level Three: The Army Barracks

Straight away choose a gun and blast the terrorist hanging around at the top of the screen. Change to fists and kick down the door. Kill the man inside and go to the desk with the computer on it and get the ransom note. Go to the table with the chair by it and get the handbag. Now proceed to the filing cabinet and get the map. Draw your gun, leave the room and kill yet another terrorist. Enter the next screen and run straight for the man and shoot him. Rest to recover after the shoot out. Ignore the door, there's nothing in there.

On the next screen, with the terrorist in the sandbag trench, stand next to the wall so that you have one foot out of the shadows and throw a grenade. This should dispose of the man

TTA



but if this fails you can run up to him and blast him with the Uzi or AK-47. Rest for a while and pick up some ammo from behind the white barrel. Run on to the next screen blasting away to kill the terrorist by the tank (you can go up the ladder to get the ammunition if you need it), otherwise go past the front of the tank and up through the boxes to the next screen.

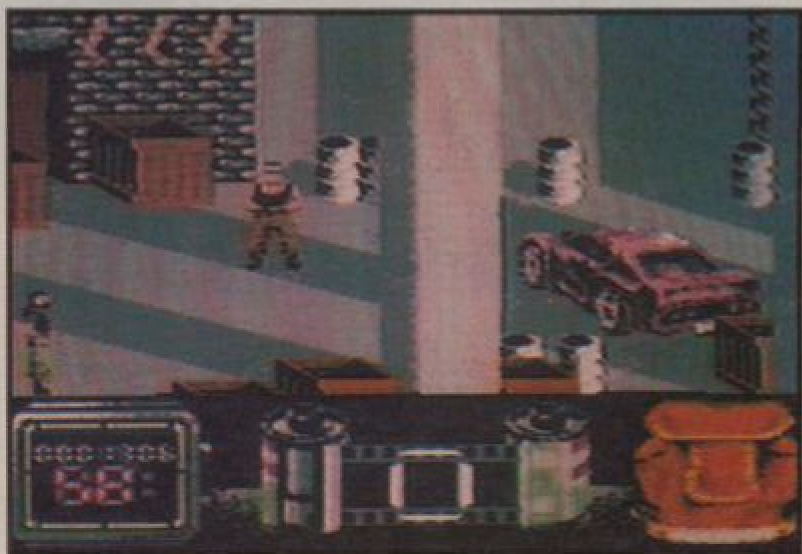
Kill the terrorist and collect the extra body armour from near the boxes. Go through the door to pick up extra ammo and then head up the path to the next screen. Kill the terrorist and enter the bunker. By the mattress are the daughter's shoes, collect these for evidence. Leave the bunker and kill the terrorist then head down past the wire fence. You'll now reappear next to the F-40. Climb in and drive off.



Cheat Mode
(C64 only)
To skip a particularly difficult level just press your hands over the middle section of the keyboard including the space bar. Repeat this until the screen goes black at which point the next level will load with all the objects already collected.

Objects
Wire Cutters — essential for cutting the wires of the booby trap in the aircraft on level five.
Grenades — not particularly useful. They take too long to use and are not very powerful.
Kalashnikov AK-47 — machine gun with high fire rate. Plenty of rounds once ammunition is loaded.
Ammunition — make sure you collect the right type of ammunition for each gun.
Red Videotape — one of the two tapes found on the first level. Totally useless.
Blue Videotape — the second tape, but this one holds the evidence showing the daughter's kidnapping.
Map — used to navigate your way through each of the driving sections. If you've got the map onboard the F-40, then arrows show the correct route to take whenever a junction appears.
Floppy Disk — used in the computer on level one to bring up the Weapons Arming Card for the F-40.
Computer Code Book — holds the computer code for accessing the Weapons Arming Card data held on the floppy disk.
Weapons Arming Card — card for activating the anti-helicopter missiles and ground vehicle guns on board the Ferrari F-40.
Uzi — smaller than the AK-47 but just as powerful.
VCR — used to replay the videotapes (naturally enough).
Necklace — evidence of the girl's presence in the first section of the game.
Body Armour — any hits to the body hit the armour first, reducing any damage by half until it is worn away.
Ransom Note — terrorist's demands and evidence of kidnapping.
Handbag — yet more evidence.
Disguise — effectively makes you invisible.
Bomb — only pick it up to cut the wires with the wire cutters. The order of wire cutting is red, yellow, blue.

Level Five: The Airport
Select a gun and kill the terrorist. Kick down the door, re-select the gun and kill the terrorist inside. Go to the filing cabinet behind the door and pick up the disguise (all guards will now ignore you). Pick up the body armour. Go back out of the room and run through the black door into the hangar (the only item that needs to be collected on this level, apart from the map, is extra ammunition).
Go through the first room and kill the terrorist, then go through the next room and do the same (there's some ammo behind the boxes) and then through the next room into the hangar. Blast the terrorist and you'll find yourself in a yard with one man and a windsock in the corner. Kill the guard and go up the ladder, once inside the plane shoot straight away as your disguise will be starting to wear a bit thin.
Go through the plane shooting the guards and you will come to the cockpit. Blast the final terrorist and pick up the map in the corner. Now activate the wire cutters and pick up the bomb next to the girl. Now clip the wires in the following order:



middle (red), left (yellow) and right (blue). You've now rescued the girl. Stand up and you'll automatically go to the final driving scene — no need to go back to the car.

Level 7: Central Park
Select a gun and kill the terrorist on the pavement. Now go through the gates and follow the screens right to the end, killing every terrorist you meet. When all are dead return to the statue where you'll see your brother, the Professor. Crouch down next to his head and pick him up. Prof stands up, gives you the briefcase and you've completed the game!

TGM TRICKS 'N' CHEATS

Robin Candy has given up looking for that (very) late birthday card. And despite tonsilitus and the lack of suntan, he's managed to sort through the postbag and put together another packed edition of Tricks 'N' Cheats, featuring player's guides to Iron Lord and Fantasy World Dizzy along with the usual host of mini cheats.



Iron Lord

All formats

Richard Withnall from Colchester has been playing this game for sometime and has come up with this solution for beating your evil uncle's army.

Travel to the first village and enter the archery contest. Spend some time practising but make sure you complete all three stages. On the first stage your score must be over 500, over 600 on the second and over 650 on the final stage. When you do succeed in completing all three stages you will be rewarded with a gold trophy.

Leave the village and travel to the miller. Talk to him and he will tell you that the inn keeper at the second village is refusing to pay him for some wheat he bought.

Now travel to the monastery and talk to the chief monk. He will tell you that all his fighting monks are sick and the only person who can help is the herbalist situated in the first village.

Now make your way back to the first village and find the herbalist. Give him the trophy and he will give you a herbal potion in return.

Return to the second village. Talk to the shopkeeper and he will offer to help you if you can find his pearl necklace. Then go to the inn and talk to the inn keeper. He will refuse to hand over any money that he owes to a knight with no repute.

Travel to the city and enter the pub. Inside you will find an arm wrestling contest. Enter this and win it twice (this will build up your reputation). Then go over to the barmaid and ask her if she can help. As long as you have won the arm wrestling at least once she will tell you about a friend who can help you. She will then give you a pendant to give to her friend.

Make your way west across the city to find the barmaid's friend. Give the pendant to him and ask for his help. He will then tell you a story about an army captain who's life he saved. If you give him a suit of armour he will give this to the army captain who will then let you borrow some of his men. Now ask the barmaid's friend about the pearl necklace whereupon he will sell you one.

Go back to the monastery and give the chief monk the herbal potion. The fighting monks will now be cured. The head monk will then go and try to persuade the Knights Templar to help you.

Return to the inn keeper and ask him again to pay the miller. He will tell you that he will only do so if you persuade the monks to sell their special wine to him. Now go to the shopkeeper and give him the pearl necklace, then ask him if he has any suits of armour. He will then sell you a suit armour.

Go back to the monastery and ask the chief monk to sell the wine to the inn keeper. Then travel back to the city and talk to the barmaid's friend. Now give him the suit of armour. Once you've done that return to the inn and tell the inn keeper about the wine. He will now pay the miller and ask his brother to help you.

Now go to the castle, walk to the tower and declare war. Your army should number somewhere around 700, not quite as big as your evil uncle's army but it shouldn't pose too much of a problem in the ensuing battle.

Once you've defeated the enemy you will find yourself in a labyrinth. You must search around for some arrows which point downwards. Then all you've got to do to finish the game is shoot the strange creatures that fly above you.



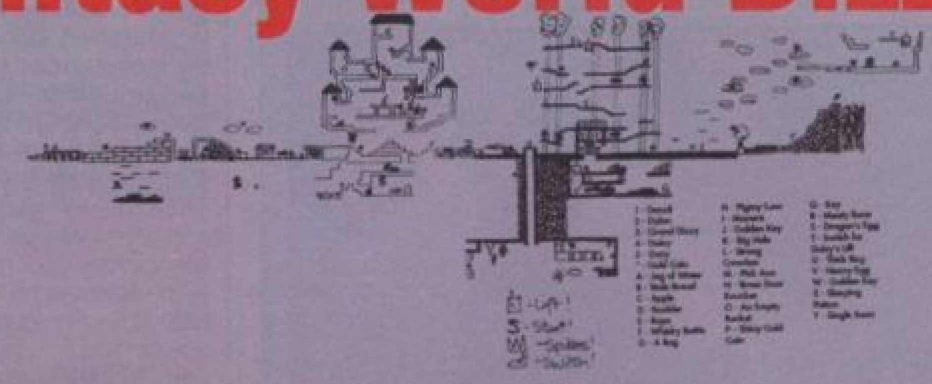
Adidas Championship Football

Spectrum

Peter Hook from Manchester, who loved the free New Order tape, has got stuck into Ocean's latest soccer game and sent in these useful hints.

1. At kick off, boot the ball low and hard in the direction of your opponent's (goal) mouth. One of the opposing defenders will kick the ball back towards you. While this is happening keep running forward without deviating to the left or right. If the defender kicked the ball low just kick it low and hard again to score a goal.
2. Be careful when slide tackling as the ref has a tendency to dish out yellow and red cards.
3. Keep the ball moving, keep your passes low and there's more chance for your team mates to control the ball.
4. When you give away a penalty, dive around the centre of the goal, the computer normally places it here.
5. The 5-3-2 formation is normally the best for beginners.
6. When under pressure in the goal mouth, concentrate on controlling your keeper.
7. Don't slide tackle in your own area as the keeper may dive as well, leaving your goal mouth unprotected.

Fantasy World Dizzy



All formats

Several readers including Cheryl Baker and Mike Nolan from Bucks. and E Currie from Westminster sent in various tips for this game which have combined to produce this complete game guide.

General tips

- On the lid of the bottomless well is a pouch you can pick up and use to carry more objects.
- If you're having trouble finding coins you can get an extra one by going into the mines, finding the troll and then going back to the start where a coin magically appears.
- The Dizzy bird won't get you if it's over a cloud. If you are on the left wait until he is over the left cloud before moving, similarly so with the right hand side.

The solution

First, give the apple to the troll, take the jug of water and tip it on the fire. Then get the loaf and leave the room. Take the boulder near the barrel in the smuggler's cove and jump onto the top platform. As the rat runs right, run after him for about a second and drop the bread in its path. Get out of the way by going left.

Drop the boulder in the entrance hall and go to the crocodile on the next screen. Don't pick up the whisky or you'll be drunk for the rest of the game! Instead, walk past it to the ledge. Stand next to the whisky bottle and wait for the croc to open his jaws for the second time. Then jump on him. As soon as you land, jump right! Get the boulder and go back to the entrance hall.

Drop the boulder, go upstairs and jump left (beware of the fire on the wall). Turn the portcullis on and get on the table next to denzil, jump left off the very edge of the table then jump right from where you land. You should still be in the room with Denzil but in the top left corner. Now jump onto the next screen.

Go to the East Wing and get the key. Now get the bone from the attic, go down to the entrance hall and drop the key. Go to Armorog's Den and place the bone at the entrance to his cave.

Quickly get the boulder and jump out of the way of Armorog.

Get one boulder from the entrance hall and go to the Dizzy Hawk.

Jump left when he comes towards you and keep jumping. You're okay as long as you are under the cloud.

Walk up to the edge of the bridge and drop both boulders.

Get the third boulder and do the same.

Fall onto the middle ledge and jump onto the other side.

Get the key and jump onto the boxes on the next screen.

Walk on top of the boxes to the next screen and jump over the hole in the pier.

Talk to Dozy and get the sleeping potion.

Try and talk to him again and kick him in the sea for a laugh.

Go to the dinosaur and wait for him to lift his head. Then run past the tree and drop the potion.

Get the key from the entrance hall and pick up the bag.

Put the keys in the the lift control and get the key from the bottom of the volcano (it's about four screens to the right).

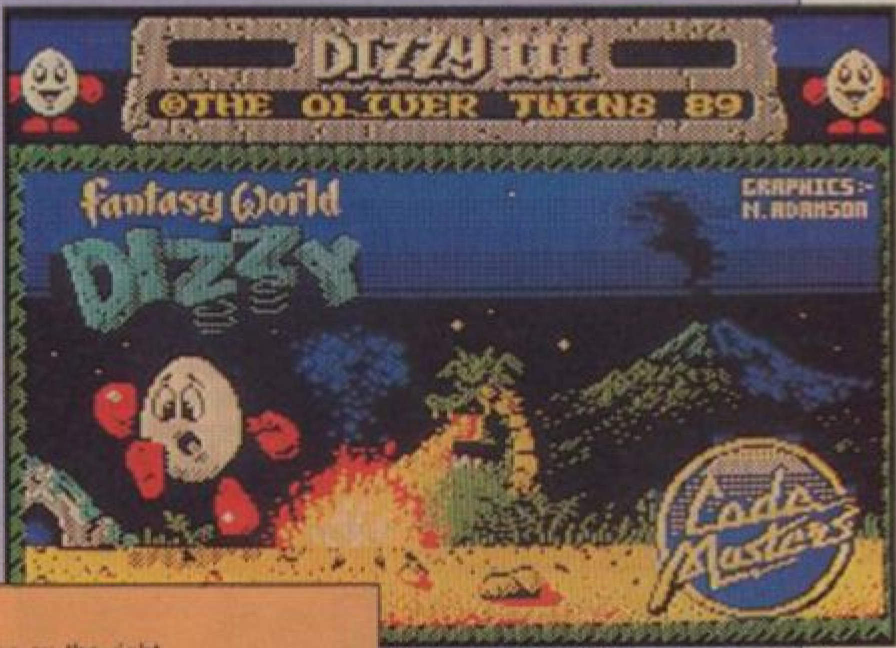
Talk to Dylan on the way back and put the key in the lift control. Climb on the wooden planks to get to Grand Dizzy and get the crowbar.

Get down again and get the cow. Put the crowbar on the top of the well and go down it. Find the shopkeeper in the market square and exchange the cow for a bean. Get the key from the chapel and put that in the lift control too.

Plant the bean in the manure. Go up the wooden planks again and get the door knocker and the pick-axe from near Grand Dizzy. Go to the entrance hall and from there go to the door where it says 'Knock And Enter'.

Drop the door knocker and go through the door and pick up the bucket. Go to the bottom of the volcano and step into the water. (Don't worry, it won't kill you!). Fill the bucket and drop it in the manure.

Climb the beanstalk to the first cloud on the screen and



jump up to the next cloud on the next screen above (climbing the bean may be a bit tricky so be careful and take your time).

Go to the cloud castle and get the dragon's egg, jump all the way down back to the lock room. Walk down the hole and place the dragon's egg on the nest (but not too near the Dragon else it won't do anything). When he lets you past jump up to the second platform on the left and use the pick-axe.

Get the rug, climb the clouds again and go right up to the spikes in the floor (in the castle). Cover the spikes with the rug and jump onto them. Jump up to the switch and turn it on to release Daisy.

Go and talk to Daisy when she reaches the table. Watch the pretty hearts on the screen. Go and find all of the coins (you need 30 coins in all) and go back to Daisy's hut to complete the game.

Coin locations

1. **Entrance Hall** — Second railing on the right.
2. **East Wing** — Next to the fire.
3. **West Wing** — On the ledge.
4. **Banquet Hall** — Above Denzil.
5. **Castle Staircase** — On the stairs.
6. **Moat and Portcullis** — Under the torch.
7. **Guard House** — Next to the tree.
8. **Crafty Cloud** — In the cloud.
9. **Dock and Pier** — Between the boxes.
10. **Amazing Illusion** — In the rocks.
11. **Bottomless Well** — Clump of leaves.
12. **Bottomless Well** — In the rail between 2 trees.
13. **Base of Tree House** — Next to tree.
14. **Lift Control Hut** — In the rail near well.
15. **Large Oak Tree** — Clump of leaves in the tree on the left side.
16. **Near Volcano Top** — In the cloud.
17. **Active Volcano** — Top of the rock.
18. **Denzil's Pad** — In the railing.
19. **Daisy's Empty Hut** — In the window.
20. **Meeting Hall** — Near the tree.
21. **Dizzy's Parent's Hut** — Near the window.
22. **Market Square** — In the rocks.
23. **Complex Cloud Route** — In cloud.
24. **Inside the Church** — Near the key.
25. **More 'Orrible Clouds** — In cloud.
26. **Dragon's Lair** — Near the lift.
27. **Daisy Prison** — Under table.
28. **Deserted Mine** — Near the rocks.
29. **Castle Dungeon** — Where the guard was standing.
30. **Long jump cloud** — In cloud, stand on the left of platform in the tree house, near lift.

Ivanhoe



ST

Jaskiranjit Virdee (madeupname — Ed) from Southall sent in this invaluable cheat.

Start the game as usual then pause it. Now type in `JC IS THE BEST'. Pressing N will advance you a level, DELETE will kill all the monsters on screen while CONTROL will kill the monster on the bonus stage.

Impossamole

C64

If you're still having problems with this game despite last month's (hard to decipher) survival guide try these codes from Michael Mertens of Dusseldorf.



Get a high score and enter your name as JUGGLERS. Then play the game again and when you get a high score enter your name as one of the following.

HEINZ — For three weapon power bars.

ANNFRANK — For a low energy top up.

LUMBJAK — For double length energy bar.

OOCHOUCH — To walk on water etc.

COMMANDO — For no time limits on the weapons.



Ninja Spirit

Amiga

Pause the game by pressing F9 then press all the lettered keys on the keyboard at the same time (you will need to use both hands — unless you're Mark Caswell in which case just your thumb will do). If all has gone well the game will restart itself and you'll be invincible. Thanks to Bruce Wooley from London for that one.

Beverly Hills Cop

Atari ST

Go to the screen with the difficulty option and type in `MELLIE'. You will now be able to start on any level of the game automatically. Thanks to E. Murphy from Bognor Regis for that.

Quartet

Sega

According to Matthew Lewis from Southmead, if you press the pause button 14 times on the title screen and then start the game your shots will be wider.

Rad Racer

Nintendo

Adam Brown from Richmond discovered that you could access a continue game option by holding down the start button while pressing button A.

Last Battle

Sega Genesis

Geoff Downes from Elstree Studios says you can access the continue play option at the end of a game by pressing the A, B, C and start buttons simultaneously.

Ghouls 'N' Ghosts

ST

Another quick cheat from Jaskiranjit Virdee of Southall.
Wait for the credits screen to appear then type in `DELBOY'. The cheat mode will be activated giving you a completely invincible Sir Arthur.



£50 SOFTWARE VOUCHER

Want to earn yourself some free games and a TGM T-shirt? Well it's easy. Just send in your tips, maps and cheats and you could win all the goodies. Send all your information to: Newsfield, Tricks 'n' Cheats, TGM, Ludlow, Shropshire SY8 1JW.

Damocles — Mercenary 2



All formats

Anthony Lawrence from Bristol wins this month's Star Tips prize as he's the first person to come up with the goods on this excellent game. It's a surprisingly short solution for such a monster game but only details one of five ways to complete the game.

Useful Objects

A-Z Computer at 12, 14 Capital City.
Universal Suit at 09, 14 Birmingham Island.
Red Beacon 1'ctr 04, 04 Politburo City, Vesta.
Blue Beacon 1'ctr 02, 01 Mentor.

Keys

B - 06, 05 Bear Island.
C - 01, 03 Lawson Bank, Metis.
D - Annies Bar, Dion East, Dion.
E - 03, 14 Birmingham Island, Dion.
F - 15, 12 Capital City.

Explosives

3 at 06, 05 Bare Island.
1 at Hathaways Bar, Snow Island (in basement).
1 at 00, 05 Dion North, Dion.
1 at 02, 03 Theon.
1 at 05, 02 Ur City.
1 at 08, 08 Vulcan Island.
1 at 01, 02 Ur City.

One way to complete the game is to use the Novabomb to blow up the comet. To do this you've got to locate all four detonators and the bomb itself. Then place the bomb on the comet and detonate it. The detonators can be located at: Snow Island Post Office, 07, 01 Ur City, 05, 06 Chaldea Metropolis (you need 40, 000 credits) and NIC Metis (go to the table and walk into the wall, a door will open). While the Novabomb can located at 09, 02 Ur City.

P47 Thunderbolt

Spectrum

Trevor Horn from London writes that he's more interested in music than playing computer games but admits to being a bit partial to a bout on *P47 Thunderbolt*. Here's one of the cheats he discovered. **Play the game as normal and make sure your score is big enough to get you onto the the high score table. Then, when the game ends, enter `ZEBEDEE' as your name.When you next play the game you will have infinite lives. Thanks, Trev!**



F29 Retaliator

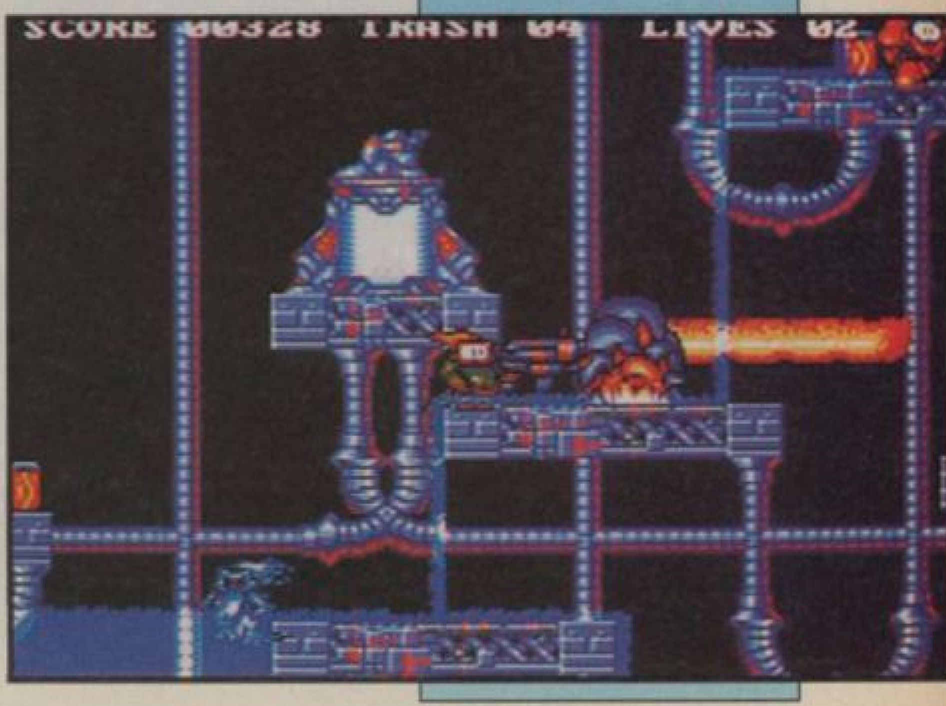
Amiga

Every one seems to know the safe landing tip but what about the infinite missiles and cannon ammunition cheat, no? Well G. Numan from Shobdon does. Just enter your name as CIARAN on the enrolment screen then play the game as normal without fear of running out of fire power.

Flood

All formats

Bullfrog's latest game may not have received the critical acclaim of their previous hit *Populous* but Richard Hadden from Northowram certainly enjoyed it and sent in all 42 level codes.
FROG, YEAR, QUIF, LONG, WORD, FRED, WINE, GRIP, TRAP, THUD, FRAK, VINE, JUMP, NILL, FOUR, GRIT, ZING, JING, LIDO, POOL, HATE, REED, LIME, QUID, WING, FLEE, GIGA, HEAD, LOOP, SING, JOUX, PINK, GOGO, LETS, QUAD, BRIL, EGGS, HENS, NAIL, SOAP, FOAM, MEEK.



PRICE SLASH!

■ 16-BIT GAMES FOR £2! ■

Oi! Over 'ere mate... 'ave I got a baaargain for you. See this 'ere game — greeeat graphics, luverly sound, unbeeeeatable playability — I know ya gonna go for it. Sure you want it. But how much for this little gem? £35? Nah! Not even £25. Nah, I wouldn't even charge ya a tenner, mate. Can I say fairer? It's a once-in-a-lifetime bargain. Simply bootiful (like me turkeys, but that's another story). Not £7.50, not £5, not even £2.50. To you mate, free. Yeah, take it or leave it, that's me final offer. Now I can't say fairer than that...

So what is old Bernard going on about? Surely he can't be giving games away... It's all true. You see Bernard and a whole heap of other colourful characters have amassed huge quantities of games and utilities under the Public Domain banner and are giving them away — FREE! But it doesn't stop there; once you've got your hands on a public domain (PD) game you can give it to your pals — in fact, you're encouraged to do so. Crazy, isn't it?

PD software is written by benelovent programmers who want nothing but to see other computer users enjoying the things they write. They must be barmy, and there must be lots of them because there are hundreds, nay thousands, of games going for free.

While software in the PD is free, the media it comes on is not. That's why PD libraries charge a nominal fee for the stuff. Remember there's the disk or tape, postage and packing to pay for. However, you shouldn't have to pay more than £2 for a tape or disk positively bursting with power-packed goodies.

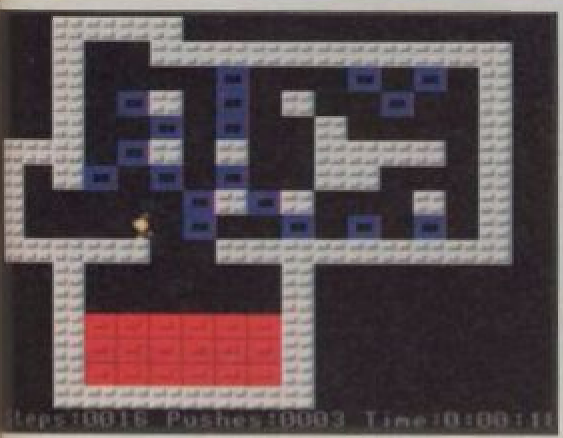
Enough waffle. Here's what you can expect to find for your machine.

ATARI ST

There's a wealth of excellent PD software available. And with countless PD libraries falling over themselves to provide the best service and games, you can afford to be choosy. A buyer's market indeed. Because of this situation it's possible to pick up a 3.5-inch disk overflowing with games for well under £2.

TARK
Goodman 438

You play a spiritually pure priestess who, with her companion Jenlee, must travel the astral plane in order to defeat the Demon of Desire. Tark is a text-only adventure, however, the prose conveys the atmosphere convincingly.



■ So this is what the cabinet do all day.

SOKO
The Other PDL

A simple yet addictive game in which you have to guide a little pixel man around a screen inserting boxes into cabinets. Don't be deceived by the game's apparent lack of complexity: it's all too easy to become trapped in a convoluted cabinet labyrinth without a hope of completing a level.

Each level offers an increasingly devious room layout with even more boxes for storing. *Xor* is the closest commercial counterpart to *Soko*. The problem-solving's not as complex, but is still thought provoking and challenging enough to keep you busy for many hours.



BUDGIE GAMES BLITZ

Over a year ago a group of ST fanatics formed Budgie, and at around the same time introduced the notion of licenceware. In exchange for allowing certain PD libraries to distribute their wares, Budgie requests a royalty on a regular basis. Licenceware goes some way to ensure authors get recognition and reward for the programs they submit into the public domain. The system is apparently working well. Budgie is booming and the PD has never had such a good selection of games. End of story.

Here are a few of the best Budgie offerings available from a select group of libraries, including ST Club, PDom PD, Softville, Goodman and Page 6.

SAFE AS HOUSES

Forget the confusing title – this is a version of the classic board game Monopoly. In this version up to eight people can participate. Any or all of those eight can be computer controlled. You have the choice of using English, Irish or American street names. The game is fast and simple to use, contains detailed and well-drawn graphics, and includes all the features of the original board game. What more could you want? Apart from lots of money, of course.

TREASURE HUNT
The Other PDL

Don't expect Anneka Rice to pop onto your screen with this one. It has absolutely nothing to do with the TV series or even the spoof Carling Black Label ad. Instead, it's a simple game in which you must find buried treasure on a desert island. You simply type in the coordinates of where you think the treasure is and a pair of feet walk to the relevant square. You'll then be informed as to whether there's any treasure there or not. Success of failure is accompanied by digitised speech and, on rare occasions, a picture.

There are various difficulty levels to select; you can switch on a hint mode if you're having problems. Adults will find the game painful, but youngsters will doubtless be kept amused for ages with all the bright colours and sampled sounds. All together for the billionth time: 'There's no buried treasure here!'

TRAX
Advent Software AD061

While a trivia game is hardly the sort of thing you'd expect to be produced using Microdeal's *Talespin* adventure creator, Mike Ireland has put together a very convincing number called *Trax*. There are 12 levels to play through, and two types of level: questions and Trax bingo.

Question levels are set on a four by four grid. Behind each square on the grid is a symbol which is only revealed if you answer the question associated with the grid correctly. Get the answer wrong and, after a high-pitched wail, a skull and crossbones replaces the symbol. One square simply reveals the symbol on contact. To complete a level you must find four matching symbols – fail and the game ends.

Trax bingo has 15 bingo cards; each card has a question linked to it. If you answer correctly, the card is placed in the grid. Progression to the next level is accomplished by completing a row of four bingo cards. For all Dominic Handy-like characters (hey, enough of that! — Dom) there's a Page Three level; answer all the questions correctly and you get to see a young lady wearing a smile.

Trax is a fun trivia game and is guaranteed to provide you with a challenge for a while at least. It's as good as many commercial games of this type. Sadly the questions on each level don't change. By a process of elimination you'll eventually be able to get through to the end.
\caption\TRAX1.PI1

THE BLACK HOLE
Belmar PD

The Black Hole is a three-level vertically scrolling shoot-'em-up in which you have to blast everything that moves, and almost everything that doesn't. Hordes of alien craft travel towards you with lasers firing. You respond in a similar manner and attempt to do unto them before they do unto you. The game gets its name from the black holes that drift down the screen occasionally. Black holes don't destroy you, but they do destroy your bullets. Unfortunately, missiles fired by the bad guys don't suffer the same fate. Damn unjust.



■ You must guide the blue wizard through the many screens in search of three diamonds. Once found, the diamonds must be placed in their correct locations. Spells can be collected and used along the way.

CRYSTAL CAVERNS
Budgie UK (various libraries)

You must guide an inch-high (that's about 2.5cm for our friends on the continent) blue wizard around a maze in a quest to recover coloured crystals. Moving around the maze of caverns is tricky enough, but avoiding things that harm you makes matters tougher. Good for a waggle.

COMMODORE AMIGA

From all over the world, quality PD software is constantly flooding in. Australia, Germany, Holland, America – the supply is seemingly endless. Many Amiga PD games are good enough to be commercial offerings. As with the ST, you should be able to pick up a 3.5-inch disk crammed with software for under £2.

TENNIS
GTS

There are two play modes in this tennis game: training (versus the computer) and two-player (against another joystick jockey). Several shots are allowed including slice, overhead and volley. It's a very playable game... if you've got 1Mb of memory. Otherwise you get nothing. Pass the strawberries.

MONOPOLY
Fish 251 (various libraries)

Ed Musgrove's program is a computer version of the Parker Brothers' classic board game of the same name. Ed had intended to look for a software company to publish the game, but Leisure Genius released a version before Ed had a chance of touting his wares.

THE HOLY GRAIL
17Bit Disk 556

Wow! This is good enough to be a commercial product. *The Holy Grail* is a massive text-only adventure with an incredibly powerful parser, hundreds of locations and reams of descriptive text. While text-only adventures appear to have had their day now that 16-bit machines have so much memory and fantastic graphic capabilities, Jim MacBrayne demonstrates that there's no beating an epic text-only adventure like the *Grail*.

CALLISTO

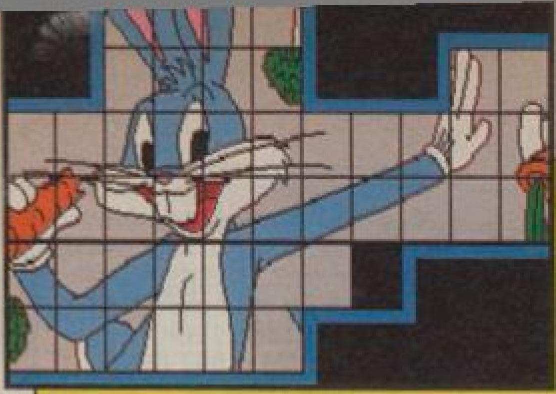
From Callisto's rambling scenario you might expect the game to be a sophisticated shoot-'em-up – this couldn't be further from the truth. The game is a tough text-only strategy game. A bit of a yawner unless you're into sleepless nights trying to suss the impossible.

BREAKOUT CONSTRUCTION SET
GTS

No prizes for guessing what this is all about. Along with a 50-level clone of *Breakout/Arkanoid/Giganoid* etc you get a terrific level editor. You can edit any of the supplied levels or create your own from scratch.

The game is obvious enough: destroy bricks by hitting a ball with a bat. Special bricks are present which make the game more interesting.





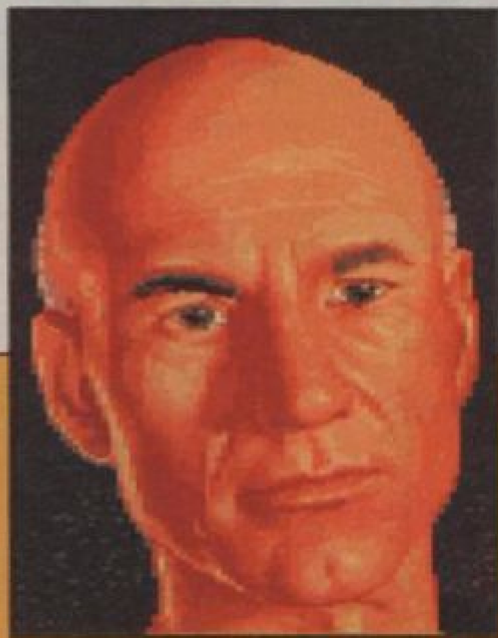
PUZZ
You have to arrange an image à la the classic sliding tiles puzzle. There are three different graphical pictures to order; each has a different number of tiles to slide. One tile puzzle doesn't even follow the conventional square format. Excellent.

ZERG
A blatant *Ultima* clone. But the author makes no bones of the fact. You assemble a stalwart band of adventurers comprising... well, yourself and nobody else. You get to explore a mythical world full of sorcery, horrific monsters and fabulous treasure. In short, the typical fantasy role playing scenario. Even though the ideas present in Zerg aren't original, the game is excellent. And for free you really can't complain.



■ Improved graphics, faster scrolling, populated towns, a working combat system, more character statistics, and load and save options have been added to the latest edition of *Zerg*.

PONTOON
Nothing clever, nothing sophisticated – simply a neat graphical version of the card game 21. You get dealt two cards and can only play the computer (who cheats badly). The idea is simply to continue picking up cards until the value of all the cards in your hand is as close to 21 as you're likely to get without exceeding 21.



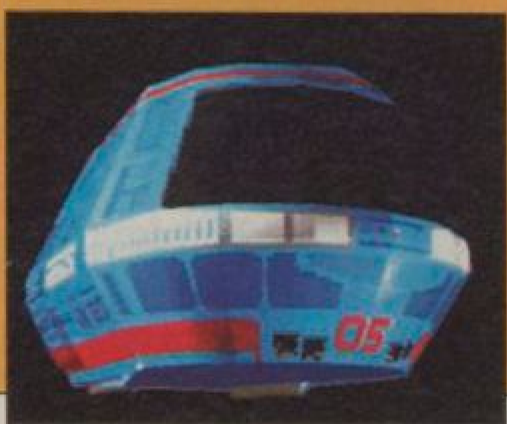
■ 'Beam us up, Scotty.' 'Aye, captain, but she canna take it — you gotta lose somma that weight. And what's happened to yer hair?'

STAR TREK
GTS
Space... the final frontier. These are the voyages of blah, blah, blah. Like the countless episodes of the cult series which appears to have gone way past its five year deadline, there seem to be countless games based on the general Star Trek theme. Unfortunately few of the Star Trek games have attracted cult followings and there's little chance of them ever becoming classics.

Now feast your eyes on the latest Star Trek game, a two-disk PD extravaganza offering you the Universe to explore. It's a huge game; brilliantly complex, stunningly detailed and enormously playable. Superlatives over, here's the rest of the story.

You're in control of the Enterprise (no surprises there) and can run from deck to deck shouting your orders and deciding where in the Universe to go. From time to time you will get missions from Starfleet HQ which you must complete. Like *Elite*, you can trade with planets and enter battle with any aliens you feel like wasting.

The game runs on a 512K machine; 1Mb is recommended as you lose a lot of the excellent sampled sounds on a less-endowed machine. Still, it's better than no game at all!

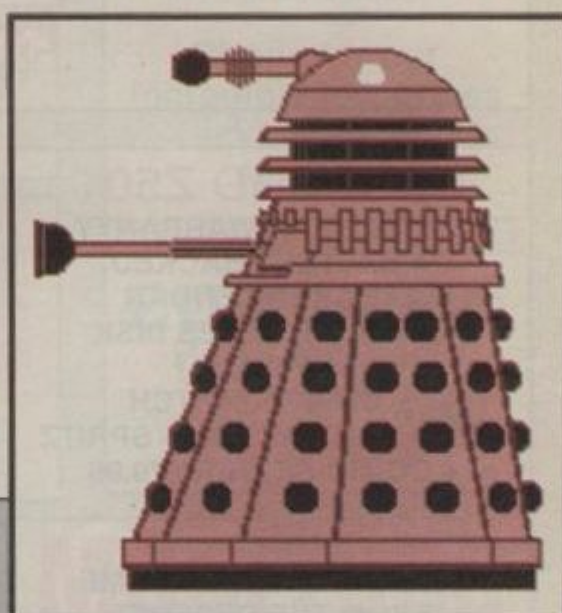


SNIFBURK
UGA Games 4 (various libraries)

It'z the zany zit zapping zenzation that'z zweeping the nation. Definitely the silliest game to have appeared so far. The idea is simply to splat zits – or pustulas as they're known in this game. You're armed with a bottle of Biactol which you must aim and squeeze at the growing zits. Unfortunately the bottle empties far too quickly for comfort; and the effects of having a face full of muck can be devastating. Explosive, in fact.

WORLD
The game is in the flavour of text-only adventures like *Adventure of Zork*, and is about as large. It has, however, a sci-fi slant similar to Infocom's *Planetfall* and *Starcross*. A good parser means all manner of actions are possible and a save/restore feature lets you halt the action any time and return to where you left off at a later date.

DALEKS
You're Dr Who and must defeat the Daleks by making them bump into each other or by blasting them from close range with your sonic screwdriver.



■ Exterminate, exterminate...

WHERE TO GET IT

Amstrad CPC
■ DW Software, 62 Lascelles Avenue, Withernsea, North Humberside.
■ Wacci UK, 9 South Close, Twickenham TW2 5JE.

Atari ST
■ Goodman Enterprises, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent ST3 1SW.
■ Page 6, PO Box 54, Stafford ST16 1DR.
■ Pdom PD, PO Box 801, Bishop's Stortford, Herts CM23 3TZ.
■ The ST Club, 49 Stoney Street, Nottingham NG1 1LX.

Commodore Amiga
■ 17Bit Software, PO Box 97, Wakefield WF1 1XX.
■ Capricorn Computers, 35 Warwick Road, Olton, Solihull, West Midlands B92 7HS.
■ Riverdene PDL, 63 Wintringham Way, Purley-on-Thames, Reading Berkshire RG8 8BH.

IBM PC
■ PDSL, Winscombe House, Beacon Road, Crowborough, Sussex TN6 1UL.
■ Seltec Computer Products, Northumberland House, Staines Business Centre, Gresham Road, Staines, Middlesex TW18 2AP.

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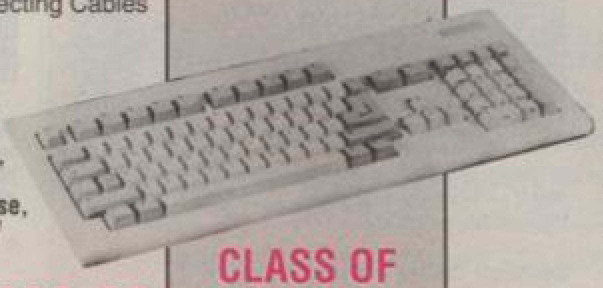
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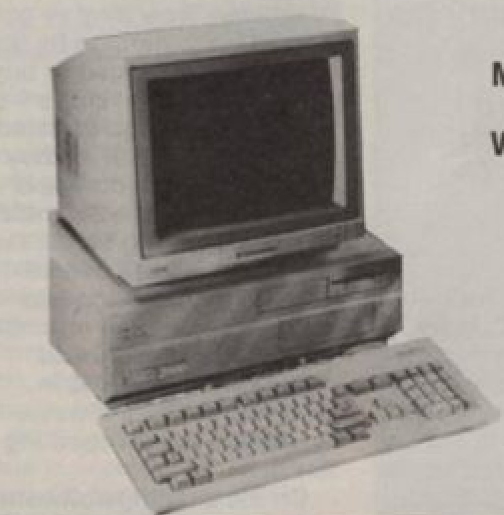
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LION £ STOCK CLEARANCE

OUR MAN IN Japan

Watching Shintaro Kanaoya bide his time until the release of the Nintendo 16-bit Super Famicom is like watching a Sumo wrestler warm up for an important bout: there's much huffing and puffing, lots of red faces and an excruciating wait. The man in the know counts down the days to its release...

Konnichi wa. The Nintendo 16-bit Super Famicom is almost here. The machine that I reckon will be the console of the Nineties will be unleased by the electronics giant on November 21, at the giveaway price of ¥25,000 — that's about £100! Comparing that to other consoles in Japan makes it just a few pence more than the PC Engine. Peanuts!



The machine was supposed to surface a year ago. It didn't because there weren't enough chips to produce a decent number of machines. Now they've got enough, and judging by the price, they managed to buy them cheap. The 'chips wars' of a few years ago affected Nintendo as much as they affected Commodore and Atari who were in the middle of a price cutting battle, I was informed that the overall price of the machine was entirely dependent on chip prices. All the technical details were unveiled in TGM019, so I won't waste important space repeating them.

On the exciting software side, there's no doubt where Nintendo are targeting the machine: leisure. A few years ago, they and many others tried producing educational software disguised as games and, like many UK software houses, failed dismally. As well as Nintendo, there are a staggering 37 third party software houses licensed to produce games for it. There's even news of games being developed in the UK, as well as Japan and the USA.



Super Mario Brothers 4, known as *Super Mario World*, *F-Zero* and *Flight Club* are slated to be released concurrently with the machine. Software prices will be around ¥7-8000 — roughly £30. Expensive, perhaps, but if you consider the work that goes into each one, especially when games are reaching this sort of technical standard, perhaps it puts things into perspective. And, of course, they are on cartridge so there's no problems with piracy. Somebody, somewhere, is going to make a lot of money out of this machine.

SMB4 speaks for itself: the continuing adventures of Mario and Luigi, set to become another *huge* hit. (I also believe there's a Mario film being made, with the star character to be played by... Dustin Hoffman!) *F-Zero* is a futuristic race game and *Flight Club* an apparently unimproved version of *Dragonfly*, which was supposed to come out with the Super Famicom last year.

A Super version of *Nemesis 3* appears this year, as does *Ghouls 'n' Ghosts*. Release dates are as yet undecided for *R-Type 2*, *Bombusal* and *Drakkhen*. For 1991 we are promised *Populous*, *Sim City* and, best



of all, *Dungeon Master*, complete with a new dungeon. The complex mouse movements of some of the above games will be handled by the six joypad buttons — don't ask how, just trust Nintendo.

As you can see, four of the games mentioned are originally non-Japanese, *Populous* and *Bombusal* being British. Clearly, more foreign games are going to appear in the future. Maybe even *Speedball*! We can but pray. The one game that won't be coming out, much to my relief, is that Bat game. However, *Batman 2* is just around the corner...

As is not the case with other Japanese producers, like NEC and Sega, Nintendo may be releasing the Super Famicom sooner than you think. They've already released, or announced the launch of, all their products in Europe, so there's no reason why the Super Famicom should follow suit.

Launching the machine early would also stop the numerous grey importers altering the machine for British standards. Grey imports not only mean you won't get the superb Nintendo support, it also means higher prices.

Oddly, now it's easier than ever for somebody to grey import a Nintendo. The Super Famicom comes complete with an RF aerial socket and a Scart socket (allowing it to be connected directly to monitors and some TVs). (Of course, putting it through your TV will mean you miss out on the superb stereo sound from the customised Sony sound chip.) Strange that Nintendo should include a Euroconnector (Scart socket) in the Japanese version, as only Europe uses this connection. This too proves they've designed the Super Famicom for Europe.

Nintendo's initial production run will be 300,000 machines, which will no doubt go within the first weeks of sale. And so starts the second coming of Nintendo — the most successful console producer ever.

Coming back down to Earth, there's just time to mention some news about the PC Engine. The hardware scene is pretty quiet as everyone waits for the hand-held PC Engine, called the TurboExpress, which now has an external TV tuner. But the games market is still buoyant, despite the summer weather.

Darius, which was originally only available on CD-ROM, makes a welcome appearance on ROM-card. What's new about the card version is that it contains both the normal PC Engine version and the enhanced Super Grafx version. The only apparent difference is that the latter version doesn't flicker due to the Super Grafx being able to handle more sprites on the screen at once. At £40 though, it's far too expensive for a shoot-'em-up.

Continuing in the same vein is *Hellfire*, coming from NEC's own arcade converters, NEC Avenue. Simultaneous two-player action with loadsa weapons, end of level bosses and all the goodies that we've come to expect from Japanese arcade games.



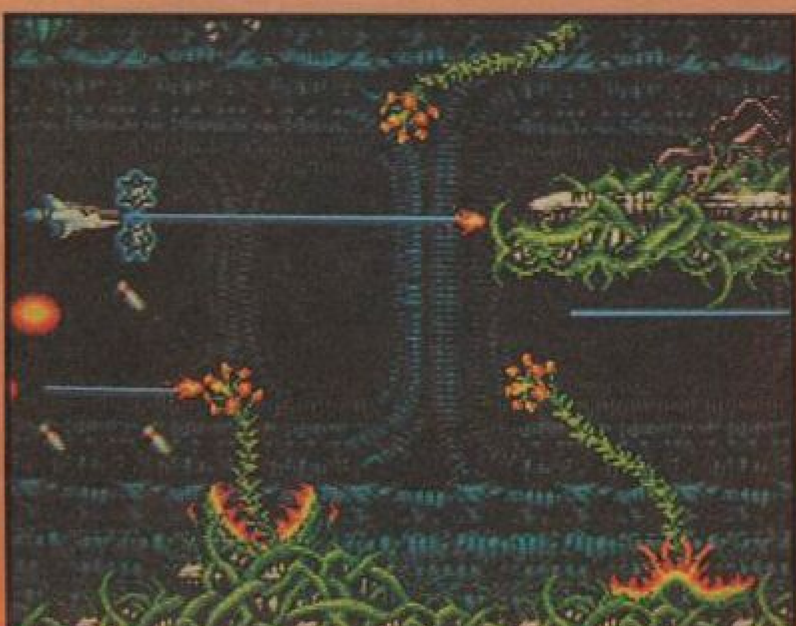
The Super Grafx is well catered for this month, with news of two games that use the built-in analogue joystick port. For those who can tell the difference, there's *Afterburner II*, and after many delays, the Sega favourite, *Out Run*.

Tengen's *Klax* comes in August and heralds a new low in computer advertising. Picture this: a blond all-American boy in an open top sports car invites his girlfriend (presumedly) out with the line, `Come on, let's go for a drive. I have a Lynx in my car!' The girl's response: `Wow! Yeah! Let's play *Klax*!'

The other advert is; blond guy: `Hi!, Karen. Let's go surfin'.' He's wearing purple shorts and carrying a surfboard. Girl (brunette in a pink bikini) replies, `No! Bobby, I can't stop playing KLAX!' Now tell me, would you buy *Klax* with ads like that...?

Other news includes the release of *Alien Crush* 2, which is now to be called *Devil Crush*. Film tie-ins this month include the terrific *Die Hard*, which appeared at the cinemas last year. *Die Hard 2 — Die Harder* has just opened in Europe, and news that I've exclusively got hold of reveals that the third *Die Hard* film is to be called *Dead* (just kidding!).

Well, that's about it for this month. Don't forget to buy a Super Famicom when it comes out — don't worry, I'll keep reminding you. And next time your down at the disco, try this *Klax* chat-up line: `I have a *Klax* in my Lynx. Would you like to see it?' Sure to go down well. See you in 30. Sayonara.



There aren't too many positive things that can be said for sitting at the top of the ARS Column. This month, Paul Rigby encouters a couple of bards, a plethora of monsters and gets attacked by some vampire bats! But life's like that

EVERYONE'S AT IT!

Seems like the action RPG is growing in popularity. The likes of *Times of Lore* and *Bad Blood* have given gamesters, wary of the heavy RPGs, instant access to the game system and the plot. Now makeway for *The Keys of Maramon* from Mindcraft, the chaps who produced *The Magic Candle*. *Keys* is set in the Magic Candle world of Deruvia where the story surrounds a growing monster problem which must be dealt with by you, playing a mercenary. What seems to be a quick dynarod job turns out to be a hell of a lot bigger, or, rather, deeper than you first thought. In fact, below Maramon lie umpteen tunnels, catacombs and caverns. With four heroes to choose from, joystick control, character interaction and the promise of high-quality graphics and animation, Mindcraft intend to retain a good storyline and the essential roleplaying elements that made *The Magic Candle* such a cracker. I'll try to get hold of a PC version soon.

Topologika have converted their *Doom* instalments into a tidy trilogy by releasing a third in the ongoing episodes of *Doomawangara*. Called *The Last Days of Doom*, the story portrays the dramatic death of the planet itself — unless you can save it (makes a change from princesses). Accompanied by your robot dog (the little rascal) you'll face squashed spaceships, renegade robots, slow beings and other, rather odd, characters in this Peter Killworth creation. Featuring an on-line help feature, *The Last Days of Doom* comes with a free adventure called *Hezarin* and is available on the PC and Archimedes. **Contact:** Topologika, PO Box 39, Stilton, Peterborough PE7 3RL. **Tel:** (0733) 244682. Then again, you might want to wait for the review appearing next month.

Transylvania — the only country in the world to cater for blood infusions. There have already been two text/graphic *Transylvania* adventures written by veteran publishers, Polarware. Now, after almost five years, a third game has been added to the list. Subtitled *Vanquished the Night*, you begin *Transylvania III* as a dead man (!). You come face to face with the Grim Reaper himself who's prepared to spare your life if you make a certain pesky vampire dead once and for all.

Coded for the PC, *Transylvania III* features VGA graphics, sound card support and a foreign language feature (you must speak Slavarian in certain areas of the game). More news soon.

Last year saw the release of a very well presented text adventure from Spectrum Holobyte. Called *Dondra*, it won heaps of praise for its cartoon-like graphics on the Apple GS. Unfortunately, at the time, Spectrum Holobyte thought adventures contradicted their high-tech simulation image so they dropped the title in the nearest fish pond. Bouncing back though is Equilibrium, a phoenix-like company

COMPETITION

ADVENTURE COMPETITION

In a unique competition, the Column has TEN copies of *The Fool's Errand* to give away — five PC and five Amiga. As this game is an import only it is ULTRA RARE and very expensive, so don't miss this chance to play this Golden Scroll winner! Just answer the questions below, and send them with your name and address to Newsfield, FOOLISH COMPETITION, The Games Machine, Ludlow, Shropshire SY8 1JW. **All entries must be received by September 20, 1990.**

1) How many puzzles does *The Fool's Errand* have in total?
2) Name three types of puzzle found in the game.
3) Solve this anagram: PUNCMO SLIME GIT (the answer forms two words).



The ADVENTURE STRATEGY ROLEPLAY Column

spawned from the original programmers. After taking an oath that they would not let this promising product die, they have just released the first 16-bit version on the PC. Others will probably follow. Apart from the graphics, the most interesting feature is that the *Questmaster* series (as it is now called) is totally interconnected. So although *Questmaster 1* has a 'quest' it is only a sub-quest in the grand scheme of the total *Questmaster* system. Your character will be transferred to the sequel and so on. In a funny way, the intervening time-period has proved beneficial to Equilibrium because it has allowed them to drastically upgrade the system to present day standards. This upgrade will be seen in *Questmaster 2*. The original game will be reviewed in these very pages, oh, soon-ish.

John Barnsley, veteran adventurer (although it doesn't show), has thrown a lifeline for those of us who pine for good ol'-fashioned text and text/graphic adventures. John's running a non-profitmaking, public domain/shareware service (initially for the ST) containing nothing but adventures (created via *STAC, AGT*, etc) and solutions. If you fancy perusing John's adventure list or if you wish to contribute your own adventure contact John at 32 Merrivale Road, Rising Brook, Stafford, Staffordshire ST17 9EB.

Remember a little while ago I lamented that there were no 16-bit versions of *Bard's Tale 3*? Well, Interplay are just about to unleash said conversions! How's that for service, eh?

Finally, you may notice that the Homegrown category has been renamed Independent. In these days of telecommuting, self-employment, etc, it is rather silly to degrade the smaller software houses by effectively labelling them back-bedroom boys — which the word Homegrown certainly infers. Many of these software producers produce first-rate products — especially so considering the relatively poor facilities available to them. Many may be on the first rung of the ladder, but that doesn't mean the press shouldn't bestow just as much respect upon them as they do the giants such as Ocean and US Gold.

Well that's all for this month. Keep writing those letters and don't forget: Wherever you go — there you are.

PAUL RIGBY, NEWSFIELD, TGM, LUDLOW, SHROPSHIRE SY8 1JW.

PC £24.99

SECRET OF THE SILVER BLADES

SSI/US Gold

Blades is the third in the Forgotten Realms series. The story revolves around the accidental discovery, during the working of a mine, of a long hidden vault containing horrible creatures. The aforementioned bad types threaten to ruin the only source of income available to New Verdigris, never mind the lives of all the inhabitants.

SSI's AD&D system has come in for quite a bit of unfair criticism. The trouble is that too many people look at RPGs as a single entity rather than recognising the different categories present under the RPG umbrella. Comparing SSI's AD&D with the likes of *Ultima*, as some people have done, is rather foolish. *Ultima* is plot- and puzzle-orientated while AD&D relies heavily on tactical combat. A task it does very well indeed, considering the many variables and modifiers included in the system. After all, the original table-top system is packed to the gills with combat so why shouldn't the computer conversion follow suit?

However, even I must kick SSI in the shins with the release of *Blades*. The RPG market is very dynamic — SSI appear not to be. Apart from the slight graphical enhancements and the introduction of a few extra levels, *Blades* offers nothing new. It is pulp. I'd much rather see SSI tone down their release schedule and produce one or two stunners per year rather than dozens of also-rans.

Call it a protest if you will, an appeal for quality in a market filled to the brim with roleplaying trash, we all know SSI can do better.

RPG 58%

Amiga £24.99

HEREWITH THE CLUES

Actual Screenshots/CRL

I've got a book at home — well a dossier, really — created by Dennis Wheatley and Joe Links called Murder Off Miami. It's packed with letters, photographs and 'real' clues, such as cigarette ends and a piece of blood-stained curtain. A complete murder case between two covers, in fact. You sift through the info and after making up your mind whodunnit you open an envelope at the back and find out where you went wrong.

CRL have taken another case in the series, *Herewith the Clues*, and turned it into a computer game. The game is a graphic database of information interlinked in an intuitive manner. Thus, read a letter, click on a name in the letter and the dossier and photo for that character will be loaded for your perusal. Digitised sound effects follow your actions.

This is all very well, but the fact remains that *HTC* is nothing but a graphic database. Actually this computer presentation is much lower quality than the original book. The many digitised scenes are average but made worse by the irritating decision to add 'atmosphere' by layering a graduated shadow on the scene. So one half of the screen is bathed in lamplight while the rest is hidden in the darkness, making identification a chore.

As an exercise in experimentation, *HTC* is intriguing. As a game it offers nothing (but a sore arm with the excessive disk swapping). My advice would be to check out Games Workshop centres and ask for the re-prints of the original dossiers which I've recently seen on sale.

ADVENTURE 43%

Amiga £19.99

KHALAAN

Rainbow Arts

In *Khalaan* you play one of four Islamic caliphs, leaders of the eponymous empire. Defeat the other caliphs and, finally, the mysterious Intruder to win the game. You'll have to beat enemy armies, storm fortresses, win naval battles, run your economy, spy, assassinate and lots of other things before you do, though.

After choosing the caliph you wish to play, you'll see the play screen which consists of a thin window onto the game world plus a number of iconic commands that supply menus and stats on your progress.

I had bad vibes when I heard that this game was from the designers of *Day of the Pharaoh* and *Joan of Arc* — I should always listen to my vibes, it seems. Good points? Well, the digitised graphics and sound are excellent. Although the animation can be a drag and the theme tune will quickly drive you up the wall.

Problems? Hang on I'll just get my list... Command response is very sluggish giving excessive time delays. The movement around the game world is severely limited as you can only move east/west around a very thin game window — no north/south exploration is possible. The majority of the game disk is filled with the action sequences — storm a fortress, attack a ship or an army and you'll enter an action phase — and they all have one thing in common: there is no skill involved. Any success is decided by waggling the joystick, keeping your finger on the fire button and trusting to luck — in fact, I successfully completed one arcade sequence with my eyes closed! In addition, any strategy the game may have had is lost by over reliance upon these sequences. A good example is the army-versus-army combat. This is decided on a frantic 15 second, first-person beat-'em-up with a solitary arab. One arab deciding the fate of a whole army? Ha, ha! Even so, this fight sequence has very few moves and is totally unresponsive.

Khalaan is a mess: poor design, terrible arcade sequences that would be panned if they appeared in the PD lists, a laughably poor interface and not much else. I hope Rainbow Arts are thoroughly ashamed of themselves for releasing *Khalaan* — *Turrican* proves they know a good game when they see one.

STRATEGY 20%



ST £5.99

SOULDRINKER

Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.

Arrgh! Your fiancée, Ella, has been slain by Boris the bad, and, as a very frustrated Elric, you must seek vengeance. And it just so happens that Boris can only be killed by a very big sword named Souldrinker. So, find the sword, kill Boris, problems solved.

This is the first time I've reviewed a Zenobi adventure in the Column, which is a pity because this game doesn't reflect the quality of games Zenobi has within its stable. *Souldrinker*, like the lager, is good... but not that good. The good bits are predominantly in the graphic department. Actually, these are the best graphics I've seen from an independent (previously referred to in the Column as 'homegrown') to date. Even to the extent of overlaying character portraits onto a landscape graphic and simple animation effects.

The rest of the game, created with the *STAC*, has a barrel of irritating aspects. For example: the redescribe command is poorly implemented; within the location descriptions, which are too terse and lacking in atmosphere, any objects listed are done so in an oversimplified manner and objects are easily overlooked; there's no RAMsave; and there are too many sudden deaths.

I could go on but it would be unfair as *Souldrinker* has lots of promise, great graphics and is only flawed by bad game design and poor play-testing — both of which could be changed on later versions.

INDEPENDENT 53%

PC (also Archimedes, Amstrad, Spectrum +3)

AVON

Topologika, PO Box 39, Stilton, Peterborough PE7 3RL.

Shakespeare's a funny chap. The very mention of his name can initiate wildly ecstatic short speeches from Henry V or it can extract a long yawn from a person who's not in the slightest bit tired. But surely no-one would consider writing a game about the good bard? Topologika have, a pure text adventure — and a jolly good one it is too.

During a trip to present-day Stratford you are whisked away — somewhere. They all say things like 'Marry, tis this' and 'Marry, tis that'. After a few short moments in shock, you realise you have been transported into the middle of some sort of conglomeration of Shakespeare's plays. They're all here: King Lear, Yorick, Richard III, all your old favourites.

Locations are well described, lending a large dollop of atmosphere to the whole proceedings — much of which is borrowed from Shakey himself.

Don't think you're going to need a degree in English Literature before you can play *Avon*. The majority of the puzzles are solved via general adventure thinking. Also, those of you who take the risk of becoming brain-dead at the sight of a Shakespearean play will be pleased to know that humour abounds. References to such characters as Des the Moaner add spice to the usual fare.

A large intricate adventure, *Avon* can easily be recommended as it's such a refreshing change from the standard adventure scenarios. Including an on-line help facility plus a free adventure called *Monsters of Murdac*, *Avon* is a little gem.

INDEPENDENT 84%

ST (also Amiga) £24.95

DEBUT

Pandora

What initially appears to be an ordinary planet simulation, soon reveals a couple of twists. Firstly, there is a point to the game and, secondly, there's an arcade sub-game linked to the simulation.

Simply put, you must rid a planet of four cities which are spouting pollution by the sackful. Once you've wasted the cities (and rescued the humans) you can sit back and dabble in the planet simulation itself. In a similar way that you may dabble with *Sim City*, you can play for years and still not actually finish.

Debut is complicated so I will have to resign myself to giving you a few highlights. You have a variety of viewpoints: a global view; an orbital view, which scans a strip of the earth; and a detailed view which displays an extruded grid-system showing topography, population, etc. You can place Man, animals and plants anywhere on the planet, hopefully establishing a successful food chain. You can directly affect the atmosphere in selected areas by the application of chemicals: hydrogen affects cloud, neon (Ozone) combats pollution, etc.

However, there are problems with *Debut*. The arcade sub-game, which I assume was added as light relief, interferes with the simulation. Memory taken up by this section could have been put to better use giving the game some much-needed enhancements.

In addition, the boolean algebra-type programming language used to access special reports is like using a sledgehammer to crack a peanut. Conversely, other elements, like some of the advice given, are rather silly.

Debut is disappointing. Full of promise, full of hard work and full of bad design decisions which make the game unsatisfying.

STRATEGY 64%

Amiga (also ST, PC)

BREACH 2

Omnitrend/Impressions

Breach 2 is a mouse-/icon-driven strategy game with roleplaying overtones. Basically, you create a squad-leader, choose a scenario and then lead a bunch of space marines through one of the included missions. All of the missions are self-contained,

UPDATE

Amiga & PC (also ST)

FRONTLINE

CCS

Somebody at CCS must be reading (and taking notice of) reviews! I noted on my original ST review of *Frontline* a few faults: no hidden movement, no surprise modifier and iffy line-of-sight rules. Just a short look at the *Readme* files reveals that CCS have altered the above faults in the PC and Amiga versions.

However, it is with a heavy heart that I have to report one last design fault — which actually goes some way to undoing all of CCS's good work. Although actual movement is hidden, you can still see the enemy forces when they are stationary — even if your own forces shouldn't be able to! I wonder if this is due to designer, Alan Lenton, wanting to keep the boardgame feel as promoted by the ST version.

The Amiga and PC versions are undoubtedly better than the ST (which should be avoided). However, *Frontline* is still flawed, I'm afraid.

STRATEGY AMIGA/PC 69%
STRATEGY ATARI ST 48%

but you can transfer your squad-leader's stats over to the next mission. In this way you improve your man and he gains promotions.

Breach was a sadly flawed concept. *Breach 2* is much improved and now has eight directional movements instead of the original's four, plus eight attack directions instead of four. Movement is made easier by an option allowing you to trace your marine's movements. Once that's done you just click and he moves to the designated spot — you have to be very accurate to pick up your man or he may fire accidentally.

The commands needed to create your squad leader have been simplified, everything is down on one screen instead of the multi-screen confusion seen in the original. Scenarios are varied and include rescuing an officer, seek and destroy, attack a listening post and capture datapacks, and so on.

There are more weapons and a greater variety of enemy forces. The scenario builder is intuitive and very friendly which extends gameplay and increases value for money — especially as you can chain scenarios together to lengthen them, forming a mini-campaign game. Scenario disks are on the way, too.

The most interesting aspect of *Breach 2* is that it is the first in a new IDG system of interlocking games. You'll be able to use your squad-leader in Omnitrend's next spaceship game to be released soon.

The numerous improvements to the original game, not only in gameplay but also visually and aurally, have made *Breach 2* a slick and elegant game to play.

STRATEGY 86%



PC (also Amiga) import

THE FOOL'S ERRAND

Miles Computing

GOLDEN SCROLL

Contact: Computer Adventure World, 318 Kensington, Liverpool L7 0EY. Tel: (051) 2636306.

A curse has been put on the land by the high priestess. The four kingdoms have been plunged into war and the 14 treasures have all been hidden. You must find the treasures and complete a map of the sun. Sounds familiar, eh? Heard it all before? Well, listen up! This game from American impresarios Miles Computing is different!

The Fool's Errand is a mixture of adventure and puzzle games. The puzzles consist of mazes, anagrams, jigsaws, crosswords, find-a-word, coded messages, etc.

At the beginning of the game you are offered 21 tarot cards. Choose one and you're presented with a piece of scroll to read which provides hints for the second half — each area has its own puzzle. Overcome it and you gain access to more areas and a piece of the sun's map (which is itself a puzzle). There are 80 parts to this story (from the original 21) and thus 80 puzzles in all — I can't say for sure because I'm still struggling through!

Graphics are excellent and at the end you are presented with a four minute animation sequence as reward for your labours.

The Fool's Errand is superb: fresh, original and addictive — this game will see you through to the Dawn Chorus!

ADVENTURE 93%



WHAT NOW?

Anyone out there seen those rather silly car stickers? `My other car is a Ferrari' or `I'd rather be flying.' Yawn. Wouldn't it be nice to see a few stickers about RPGs and adventures. How about, `I'd rather be avenging & pillaging, carousing & wenching, slaying dragons & flogging peasants', or `He's dead Jim. You grab his tricorder, I'll get his wallet.' How about sending in a few of your own suggestions? There's no limit to the amount of entries and the best will be published in the Column. There's some free software up for grabs, too...

Tangled Tales

C64, PC

The final scenario can be a bit a humdinger. To begin with, buy everything you can — leave the cookie. Keep an eye open for rabbit traps, too, there are three of the blighters. Once each character has joined your party make sure you have a quick chat with them. As for horrible Devourer, don't bother laying on the GBH as the guy is tough. In fact, don't start to fight this unseemly character as you'll never get out alive. Flip through the spellbook instead, something may be of use.

Decisive Battles of the American Civil War

C64

Playing as a Union commander in the Spotsylvania scenario, try moving three divisions, march around the Confederates' left flank while wheeling up the artillery to soften the Confeds' centre. Later, when the flanking troops are positioned on the Po river, you can attack the centre and left flank at the same time. While you're doing this, pay attention to your corp's commanders. Any weak links may require direct control from yourself. Also, check the artillery as guns have varying ranges.

Hunt for Red October

Amiga, ST, C64, PC

As the film has re-kindled interest is this game, I thought a few hints would not go amiss. Torpedo the trawler at the beginning — otherwise you'll find that it gives away your position pretty quickly. Change heading after you've fired a torpedo as you will have compromised your position. Lastly, if an attack sub fires a torpedo at you, try firing two back at him using manual control. Hit full throttle then release a noisemaker — this should distract his torpedo.

Curse of the Azure Bonds

PC, C64

Probably the best order for removing the bonds is Tilverton (fire knives), Yulash (moander), Haptooth (dracanros), Zhentil Keep (Fzoul/Beholder) and Myth Drandor (Tyranthraxus). In Tilverton, search the Thieves' Guild before nipping into the sewers — similarly for Fire Knives. In the Red Tower you don't have to fight the dragons. Be nice to them — well all they get is hassle, everyone needs a little love sometime. Visit the elf queen in Myth Drandor — she's in the crypt (don't ask). Keep an eye out for Rakshasa — the vagrant is in disguise. Buy a couple of magic missile wands from Zhentil Keep then enter Yulash — avoid encounters initially, but fight the shambling mounds by the cleric's body.

Arthur

Amiga, PC

At some point in the game you'll come across a cold room. You'll know when, because this room is very cold — so cold it will freeze the very words from your mouth. Now then, there's also a hot room which is soooo hot it'll dry your tongue and throat — if you can just say the magic word to open the door you'll be on your way. If you're being bothered by an invisible knight pay a visit to the ivory tower. Pity you haven't got a key. Shame, if only you could joust think of a way in.

Shiloh

PC

The Confederate player will need to attack hard during the first phase of the game. Hit Grant's army, forget about capturing Pittsburgh Landing. The Confeds' right flank is a problem. Leave the right flank for Brekinridge's reserve division. When they activate, you can road march them to Peach Orchard before they will see Union Troops. Tactically, the Union forces must avoid localised encirclements even if drastic action has to be taken to do this. During the first day, Union artillery should only occupy Crescent Field to Sunken Road and Perry Field to Cloud Field.

Bard's Tale 3

C64

(PC, Amiga, ST soon)

Inside the Ice Keep, you'll find a slab on the floor which can only be opened by possessing three lenses — I tried a credit card but it didn't work. The lenses can be found in the three towers, each blocked by powerful magic wards which must be dispelled. Check out the diary in the hut. Apart from giving you a thorough lowdown on Skara Brae's bank holidays and when Tarjan, the Mad God, has his official birthday, it'll also give you a few hints on how to dispel the wards. The inscriptions on the walls are also hints. Obscure, but hints all the same.



Hero's Quest 1

Amiga, PC, ST

Avoid the graveyard at night (now there's a surprise). But then there's a fairy dust problem. In that case, night is a good time. When you meet up with the baron's son all you will need is kindness and a key. Mosey on down to the tavern afterwards. As for Antwerp, just walk carefully and there'll be no probs. Antwerp is a little weird but not likely to bite your leg off. Unlike the dog next door which is and often does.

Might & Magic II

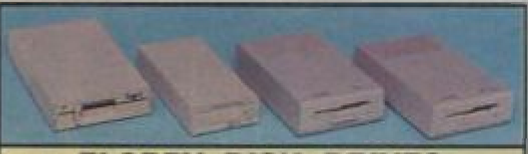
Amiga, PC

It's not necessary to go into the dungeons under the castle. There's no important info or items down there. It's only a side trip which requires lots of party juggling. Do enter the dungeons in other areas though. Also, if you don't find all of the cryptic messages, don't worry too much as you don't need all of those either.

Need a tip? Got a tip? Either way Paul Rigby is just the man to solve your quandary. Send him all you problems: NEWSFIELD, PAUL RIGBY'S HELPLINE, TGM, LUDLOW, SHROPSHIRE SY8 1JW.

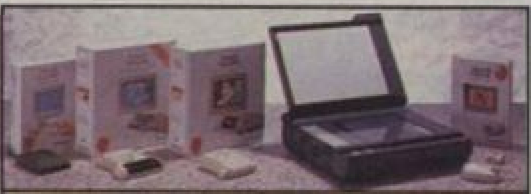
THE 1990 ATARI ST PRODUCT GUIDE

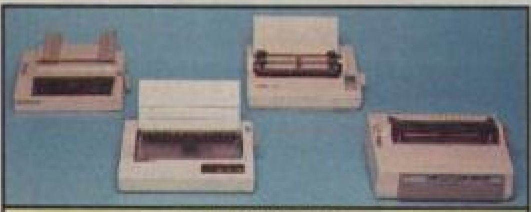
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GO CARTS

Dear TGM
From what I've been hearing recently it looks like it won't be long before all games come out on cartridge only. I have read that Amstrad may be launching a new computer that uses cartridges [find the facts in Boot-Up, page 14 — Ed] and the same for a new console from Commodore. And what with all the other consoles using cartridge games only, are we seeing an end to software on cassette and disk? I think we are and I think it's a good move.

I like to buy original copies of games and at around £25 each I only get the best — ones that I've tried at my local shop or that my friends have. I hate the idea of pirate copies as you don't get all the packaging. Piracy is a really bad problem and cartridge games may be the only way to combat it.

Hopefully, as more people buy cartridges, the prices will come down. It would be great if all games came on cartridge because they're totally reliable.
Alex Simmons, Liverpool.

Most software companies are keen on cartridges for exactly that reason — it cuts out piracy. Though it would be silly to expected computers to be cartridge-only — how could you save and load your own programs? Amstrad appear to have solved the problem with its new CPC Plus computers — providing a cassette or disk system and a cartridge port; games which use the improved hardware will only be available from cartridge. Software houses are supporting the project. So far, Ocean. Gremlin, Domark, Titus and many others have pledged backing for the system.

CRAZY COIN-OP COCK-UP!

Dear TGM
In Issue 32 you printed the Crazy Coin-op Giveaway competition. Well, I think I've spotted a mistake. The screen shots for *E-motion*, *Crackdown* and *Italy 1990* are there but the third screen shot along is not from *Dynasty Wars* at all, but that of *Zelda II — The Adventure of Link*!!

Look at page 58 in the same issue and there is the review of *Zelda II* for the Nintendo Entertainment System. Was it an accident that you printed the wrong picture or was it intentional to put people off?
Aaron Fisher, Pentrebane, Cardiff

Of course it was intentional — we wanted to keep the arcade machine! And if wasn't for you pesky kids we would have succeeded! No, but seriously folks, it was a mistake in the final stages of production which went unnoticed by editorial until the mag was printed. Thankfully, you're a pretty clever lot and sent in the compo cards by the thousand either stating that the screen shot was Zelda II *or writing* Dynasty Wars *anyway. We accepted all entries that matched up* Italy 1990, Crackdown *and* E-motion *correctly.*



DINO FOR KING!

Dear Sir
Congratulations on producing such a top quality magazine — it shines from the shelves every month and dazzles all the sinners who read the other mags [blimey! — Ed]. To the purpose of this letter: an extension to Ryan Forest's comments as stated in TGM 31.

I think Dino Dini should get a knighthood! He and the Anco team have done us proud, what with the brilliant *Kick Off* and *Player Manager* games soaring up the charts. Surely these titles have sold many squillions, and with the new £4.99 data disks imminent, Dr Dini will go down in history as one of the world's leading programmers.

The only problem I find with *Player Manager* is the instructions which are inadequate. For a start how can you find the referee, wind direction or pitch type before every match? It's only a minor gripe but it's noticable.

Something not mentioned in the instructions, which I found by accident, is the use of reserves in your team. To select them, go to the team select screen and press the right mouse button over one of the shirt numbers. The shirt numbers change to `R' and a reserve will now play. Although reserves are pretty pathetic, they can score goals if encouraged, and may be of more use than a weak first team player.

Apart from this, *Player Manager* is excellent and one of the best Amiga purchases I've ever made. If Dino Dini can keep up this high standard, who knows what will be produced in the future? When the *Kick Off* idea is exhausted, perhaps he would like to start on another sport?
Stuart Neil Hardy, Sheffield.

Yes, out of all the football games TGM have been swamped with recently, Kick Off 2 *is certainly the best — even though it had no tie-ins with the World Cup! And you'll be pleased to know that Anco are preparing an onslaught of up to 25 data disks.*

LETTUCE OF THE MONTH

with Ernest K Periwinkle

SEPTEMBER: BUTTERHEAD LETTUCE

Back from me hols and I've picked up some wonderful new varieties to bring you soon, but this month I'm going to tell you about the Butterhead Lettuce 'cos my crop's just come up wonderfully. Planted from April to May they're quick growers as long as you keep the soil nice and moist. The Butterhead is a small variety of the Tom Thumb family, about the size of yer average tennis ball. With only a few outer leaves the Butterhead is a great lettuce for people with small gardens or even just a window box.

Cheery bye!

WIN A GX4000

BE ONE OF THE FIRST TO OWN AN AMSTRAD CONSOLE!!



Yes, this could be your lucky day! We have one of Amstrad's brand new consoles, the GX4000, to give away in this fab compo! The console, to be released in September, is just one of Amstrad's new products for the autumn. If you've read the Boot-Up feature (page 14) you'll know all about the new turbo-charged machines: the CPC 464 Plus and the CPC 6128 Plus. The two computers and the console are based on CPC technology but Amstrad have added additional graphics and sound handling hardware to make the range top-notch games machines!

The GX4000, which was announced in the CNIT centre in Paris, comes with everything to get you started. There's two paddle control units, the mains adaptor, Ocean's *Burnin' Rubber* cartridge (all new games will appear on cartridge only) and the console features a modulator so you can link it straight to your TV at home!

It's time put on your puzzling cap if you want to be in with a chance of winning the latest piece of games action! The answers to the seven questions all fit in the word tower below, which has the Amstrad name running down the central column. Get all the answers right, slot 'em in and you could be playing on the GX4000 in the very near future! When you have completed the puzzle, snip out the coupon (remembering to include your name and address) and send it to: **NEWSFIELD, GX4000 COMPO, TGM, LUDLOW, SHROPSHIRE SY8 1JW.** Entries here by September 20, and the first correct entry plucked from the cartridge port wins!

CLUES

1) The name of the software house which produced *Burnin' Rubber*.
2) The month the GX4000 is to be launched.
3) The extra tag word on the CPC 464 and CPC 6128.
4) The centre in Paris in which the GX4000 was launched.
5) No more cassettes or disks, all software comes on... what?
6) Surname of Amstrad's chairman.
7) The built-in device which allows you to connect the console to your TV.

THE WORD TOWER

❑❑❑A❑
❑❑❑❑❑M❑❑❑
❑❑❑S
❑❑❑T
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Amiga penpals wanted to exchange games etc. Send list to S.Fuller, 79 Woolley Street, Christ Church 7, New Zealand.

Atari ST contacts wanted around the world. Send list to Steen Pedersen, Kaerbybrovej 2, Alstrup, 9550 Mariager, Denmark.

FANZINES

Arcade Pier, daft VIZ-style 'zine for ST/Amiga + consoles, 50p. Make POs/cheques out to "Cancer Research", + also send an SAE + stamp. Thank you! To: "Arcade Pier", 4B Currents Lane, Harwich,Essex, CO12 3DE.

END OF THE LINE!

And that's all folks! TGM Classifieds have now officially gone into retirement. Sadly, it's the old case of a few software pirates spoiling it for everyone else. While we're sure most ofthe ads are completely legitimate, a small minority may be peddling pirated software and so, regrettably, Newsfield has decided to discontinue the section. Piracy is a serious problem which robs software houses of the profits vital for the health of the entire industry. In their efforts to stamp out piracy, Newsfield backs the European Software Publishers's Association (ELSPA) and the Federation Against Software Theft (FAST). Small software houses and other legitimate businesses which have been using the classifieds are invited to ring Neil and George on 0584 875851 to find out how little a small ad in TGM! can cost. Make that call, do business!

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UNCLE MEL'S TRIVIA QUIZ

1) The Russians have produced a Speccy clone called the Hobbit. How long would the average Russian have to work to be able to afford one?

2) Name the sequels and prequels to Planet of the Apes.

3) Name the software Piracy Capitol of the UK: a) London, b) Manchester, c) Bognor Regis, d) Glasgow.

4) Ocean have just released *Ivanhoe*. Who created the character and when? And...

5) ...and what's wrong with the Switzerland scenario in *Ivanhoe*?

6) Which Y-front surgeon pops up when you spellcheck Denis Healey with the new PC version of *Locoscript*?

7) Name the hardware mogul to be found in A LAGER? SLAM A CHIN.

8) Of all the six squillion football titles inflicted on us, why was Ocean's *Adidas Championship Football* unique?

9) Which computer manufacturer is putting the mockers on Bobby Robson's new career?

10) What have Tesco chickens, Bo Derek's body and Nintendo got in common?

11) *AMOS* is a new games programming package. Where was the original Amos to be found: a) on 1940s American radio, b) in the Bible, c) the Superloo, Victoria Station?

12) How have Sega beaten illegal importers of their Mega Drive consoles?

13) Name the Teenage Mutant Ninja Turtles.

14) Why was Nelson Mandela's New York tickertape welcome difficult to stage?

15) Within five hours, for how long did Soft Centre Computers staff play a computer game, to get into the Guinness Book of Records?

16) What is `computerised polomorphic tweening': a) illegal, b) a dying parrot with a sore throat, c) an automated shape transformer?

17) Apart from the pub across the road, where can I find lesbian Amazons, feral pigs, Passionate Patti and the late Doctor Nonookie?

18) Name the American sci-fi writer who correctly predicted virtual reality simulators back in 1957.

19) Name the King in Accolade's *Search for the King*.

20) Which computer have Coldcut used to accompany all the tracks off their new album with video images?

ANSWERS

1) 13.5 years!

2) Battle for Planet of the Apes, Beneath the Planet of the Apes, Planet of the Apes Revisited, Escape from the Planet of the Apes, Conquest of the Planet of the Apes.

3) Glasgow. STOP IT!

4) Sir Walter Scott, 1820.

5) Approximately 100 years! (Ivanhoe is set around 1189-1192, Switzerland didn't exist before 1291).

6) Penis Heraler (it's true, honest!).

7) Alan Michael Sugar.

8) It features a foul on the cover artwork.

9) Philips. The loss-making electronics giant has been sponsoring the PSV Eindhoven football team.

10) Dudley Moore promotes their scrumptiousness.

11) The Bible, Old Testament, 760 BC.

12) They've changed the shape of the cartridges for new Euro models.

13) Donatello, Leonardo, Michaelangelo, Raphael.

14) Tickertape ain't used since the computer took over.

15) 72 hours non-stop.

16) C) one shape turns into another.

17) *Leisure Suit Larry III*.

18) Ray Bradbury, Dandelion Wine.

19) Elvis Presley.

20) The Amiga, Some Like It Cold.



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machine
STAR PLAYER
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"Special FX have done a tremendous job on this arcade classic. The graphics are stunning - colourful, well animated and totally different on every level. It's got that secret ingredient that keeps you coming back for more. Go out and buy it - NOW!" ZERO
"Midnight Resistance is probably the ultimate military combat game. It stands head and shoulders above the competition." SINCLAIR USER
"Graphics are very impressive indeed, all sprites and backgrounds are beautifully detailed. Seemingly impossible, but this game is more playable than its arcade parent! Brilliant!" CRASH
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